User Manual

Touch Screen

Document Release March 2011

Warranty

Leviton Manufacturing Co Inc. warrants this control touch screen to be free of material and workmanship defects for a period of two years after system acceptance or 26 months after shipment, whichever comes first. This Warranty is limited to repair or replacement of defective equipment returned Freight Pre-Paid to Leviton Lighting & Energy Solutions Division at PO Box 2210, Tualatin, Oregon 97062, USA. User shall call 1-800-959-6004 and request a return authorization number to mark on the outside of the returning carton, to assure that the returned material will be properly received at Leviton. All equipment shipped back to Leviton must be carefully and properly packaged to avoid shipping damage. Replacements or repaired equipment will be returned to sender freight prepaid, F.O.B factory. Leviton is not responsible for removing or replacing equipment on the job site, and will not honor charges for such work. Leviton will not be responsible for any loss of use time or subsequent damages should any of the equipment fail during the warranty period, but agrees only to repair or replace defective equipment returned to its plant in Tualatin, Oregon. This warranty is void on any product that has been improperly installed, overloaded, short circuited, abused, or altered in any manner. Neither the seller nor Leviton shall be liable for any injury, loss or damage, direct or consequential arising out of the use of or inability to use the equipment. This warranty does not cover lamps, ballasts, and other equipment which is supplied or warranted directly to the user by their manufacturer. Leviton makes no warranty as to the Fitness for Purpose or other implied Warranties.

Notice

Although the information contained within this user guide is believed to be accurate at the time of printing, it is not guaranteed to be without fault and is subject to change without notice. Future software releases may change the features or operation of this product. For current information contact:

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1. Introduction

Leviton's DMX Touch Screen offers a fully flexible user interface to Leviton's control systems. Implementing touch screen style controls allow for a multi-page user experience specifically tailored to your application. This product is manufactured for Leviton by Liteputer and as such you may find references to either throughout the product documentation.

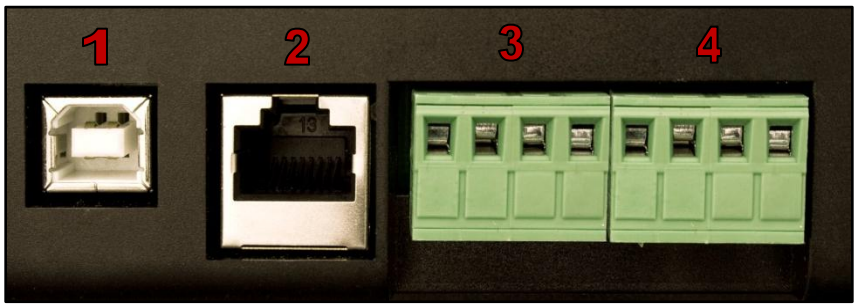
1.1. Features

- Software for designing the customized touch screen interface.
- USB port or Ethernet connection, data download and remote monitoring.
- Built-in functions include backlight setting, sound setting, clock setting, digital photo frame, and password protection.
- Built-in loudspeaker.
- IR remote controller.
- 2W power consumption.
- DC 12V external power.

1.2. Specifications

Power Supply	DC: 12V
Signal Output – EDX	EDX-485 (reference application diagrams for allowed cable types and wiring methods.
Signal Output – DMX	DMX512/1990 (reference application diagrams for allowed cable types and wiring methods.
Signal Connector	4 PIN green terminal
Connection Port	USB/Ethernet
RAM Memory	256MB
Screen Size	5.7 inch
Screen Resolution	320*240 pixels
Color	262K Colors
Screen	4-wire resistive touch panel
Size	8.47(W) x 5.51(H) x 1.54(D) inch 215(W) x 140(H) x 39 (D) mm

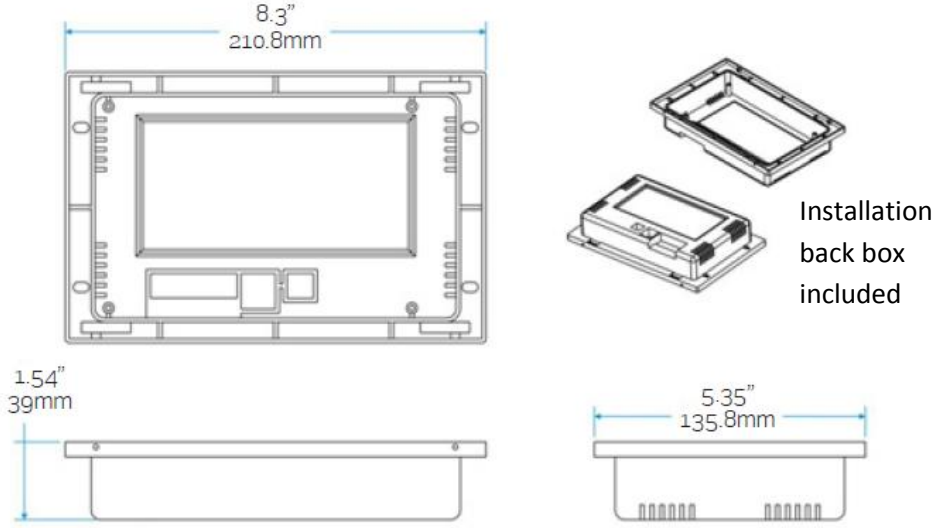
1.3. Port Introduction

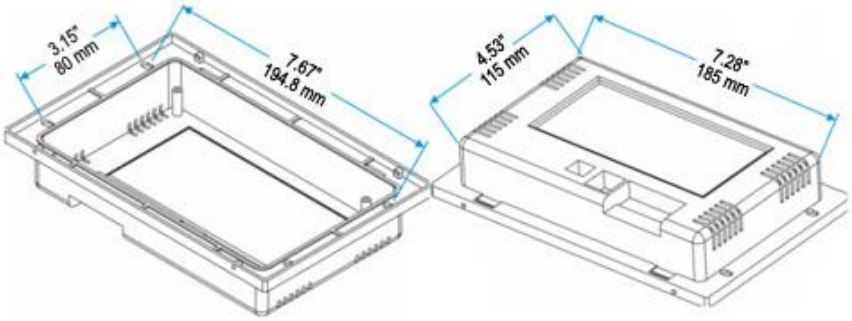


1	USB Port
2	Ethernet Port
3	EDX Port – Used for communication between touch screens
4	DMX Port – Used for output to dimmers

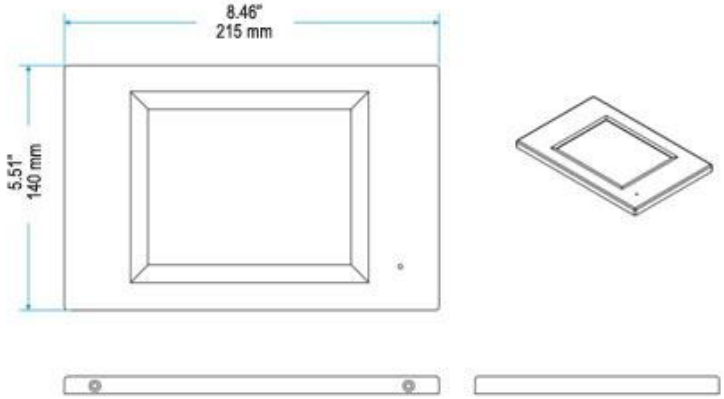
1.4. Dimensions

Back Side

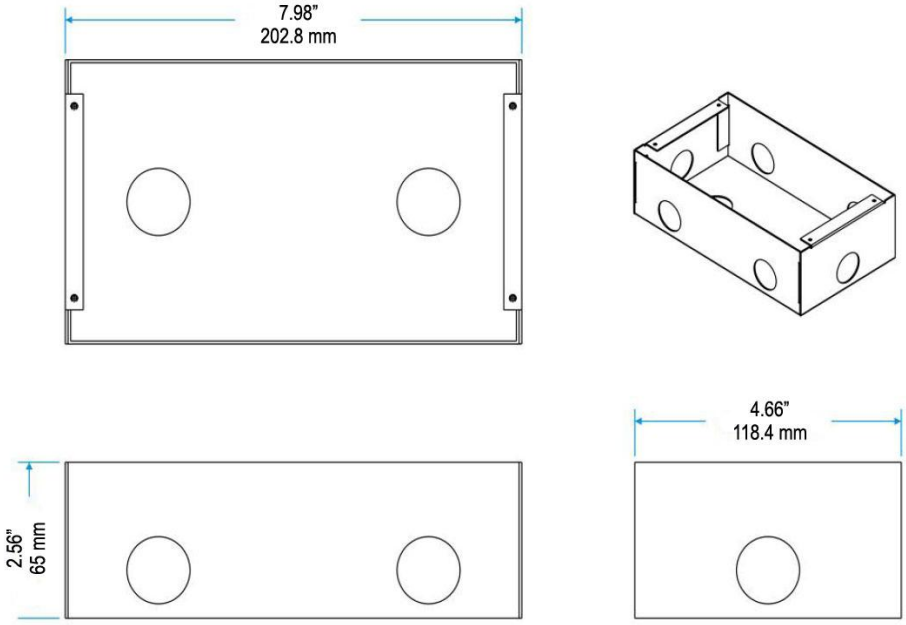




Front Side



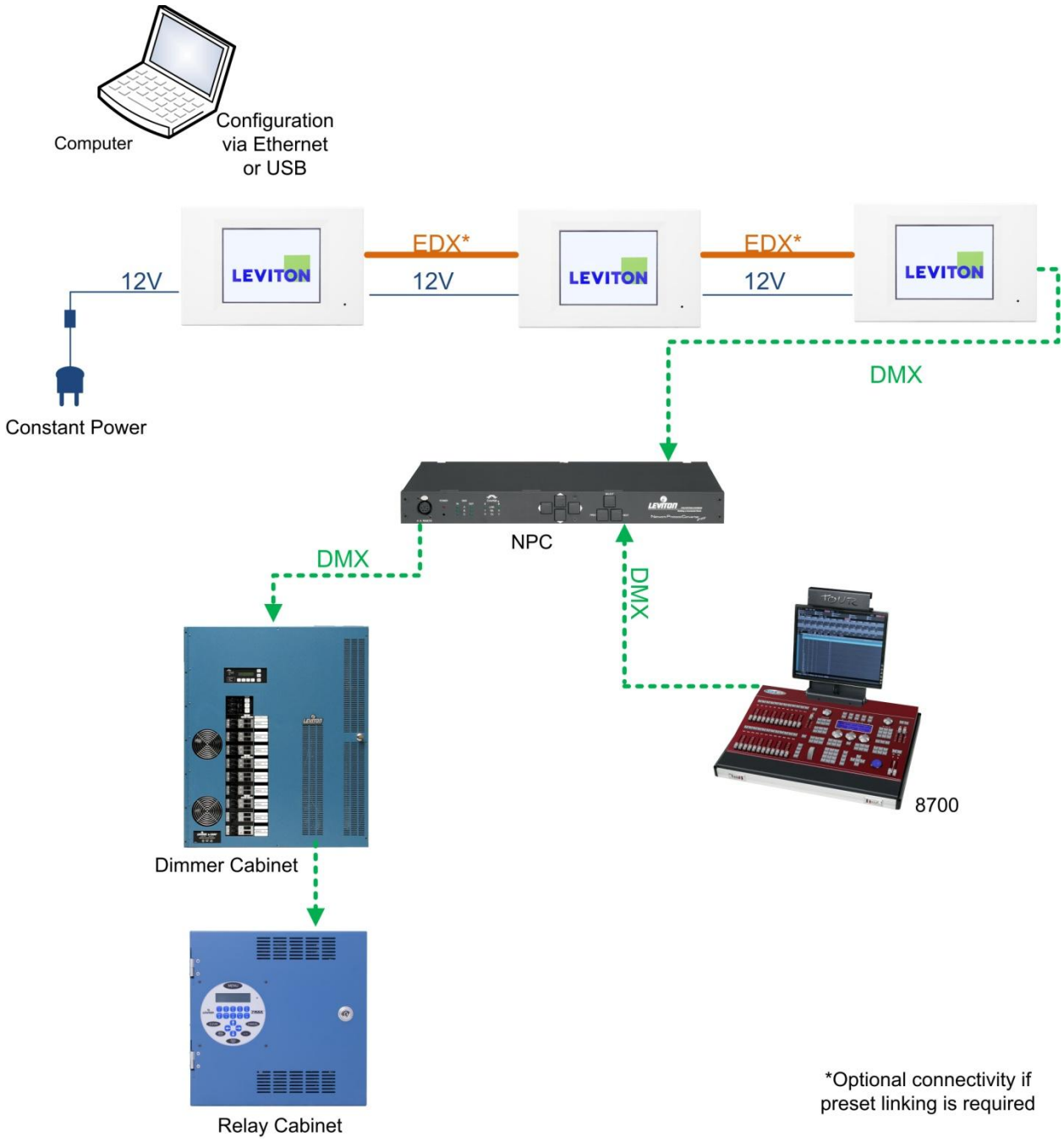
Wall box



2. Installation

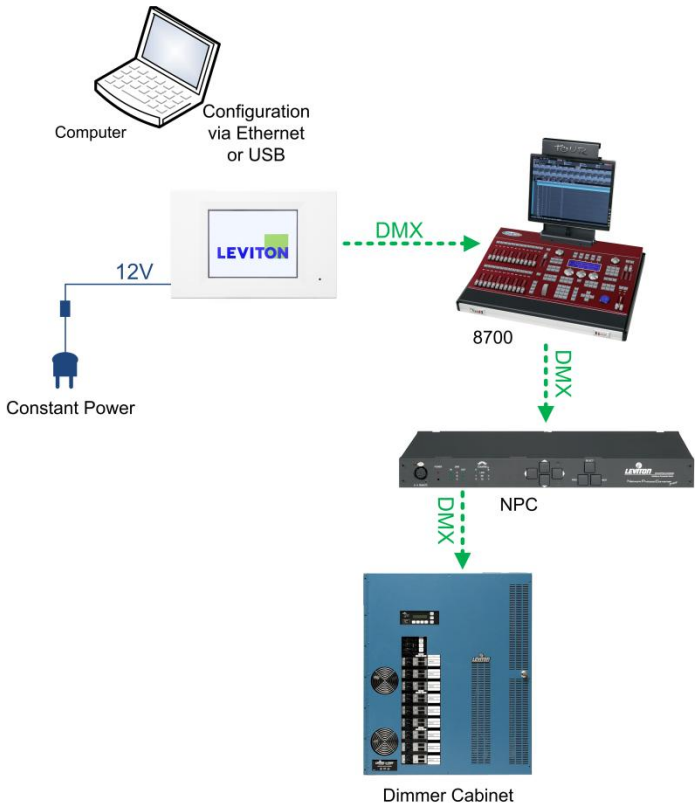
2.1. System Diagram

The diagram below shows you one typical installation



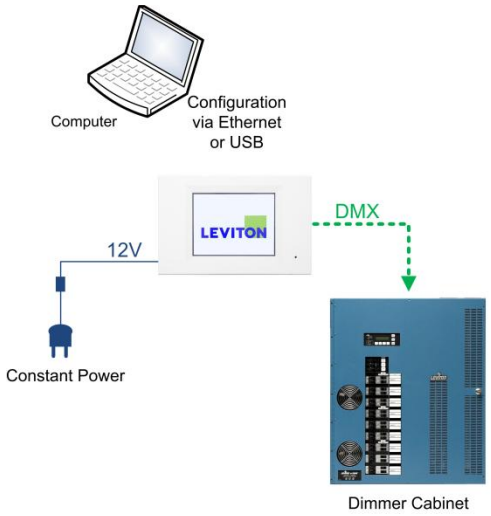
System Example #1

This system shows multiple touch screens interconnect via EDX which is useful when you need presets to be linked between controllers. As always, final output is via DMX to the load control devices.



System Example #2

Shown is a basic system where DMX passes through a controller. Be wary however of this style of system as if the console is turned off, the touch-screen will not work. A better application would be the DMX outputs from the touch screen + console being merged at the NPC or other DMX merger.



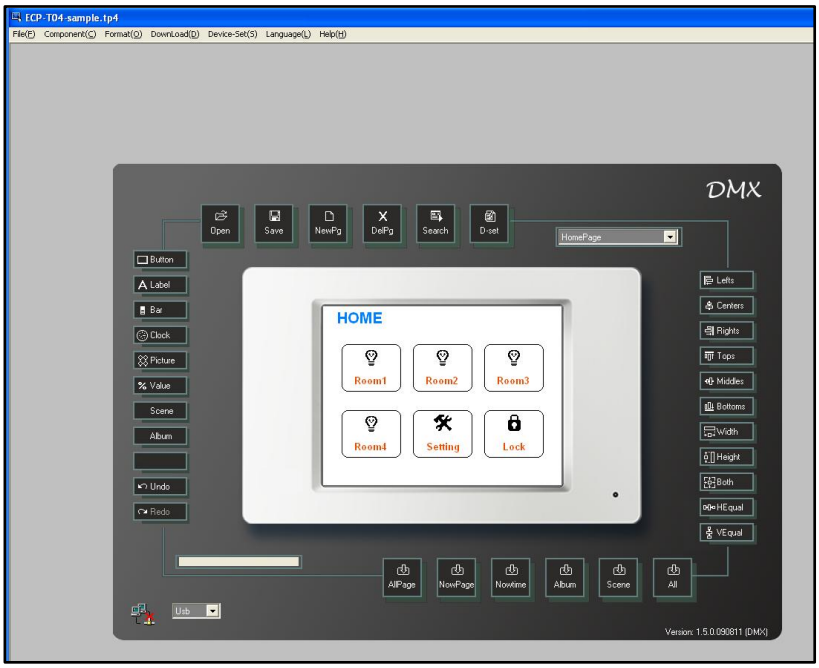
<u>System Example #3</u>

This shows a basic system where the touch screen is the only controller.

2.2. Hardware Installation

1. Rough In Back box
2. Terminate data wires (reference project application drawings)
3. Terminate power wires (reference project application drawings)
4. Apply power to touch-screen
5. Configure touch-screen from PC

3. Programmable Software



3.1. Features

Page

- The components in a page include button, label, bar, picture, clock and value. The style and function of these buttons can be configured with the software.
- The configurations can be transmitted from PC to the device by USB/Ethernet.
- The button component can include a photo (there are photo icons available in the software). The picture component can add a photo that the user selects and has text, shape and style options to choose from.

Timer

- 50 timers.

Built-in Functions

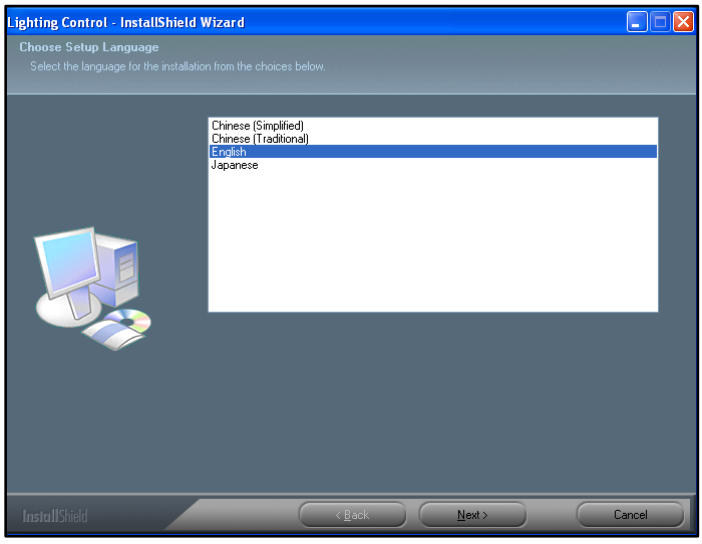
- Clock setting (can be synchronized with PC).
- 3 Backlight settings (normal, turn off in 5 minutes, and turn off in 20 minutes).
- Voice setting (turn on/off screen tap sound).
- Schedule setting/Preview function.
- Password protection.

The above functions can be linked to the buttons on the page.

3.2. Software Installation

Step-1 Copy the ECP-T04/TS005-DI5 installation program from the CD to desktop as shown below

Step-2 Double Click the icon

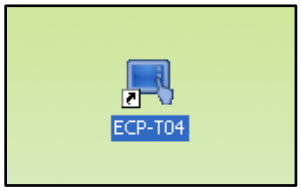


Select the default language from the list.

Step-3 After language selection press Next,

Press Next again

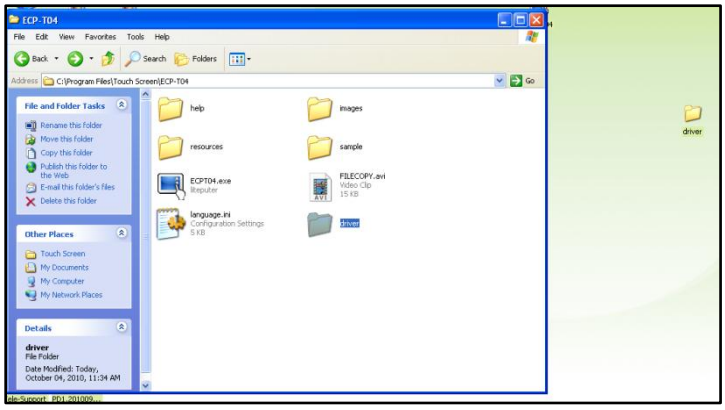
Step-4 The license agreement will display, after reading, press Yes.
Continue to press Next and the software will finish installing.
Once installed a shortcut will appear on your desktop as shown below



3.3. Device Driver Installation

After the software has been installed, the next step is to install the device driver.

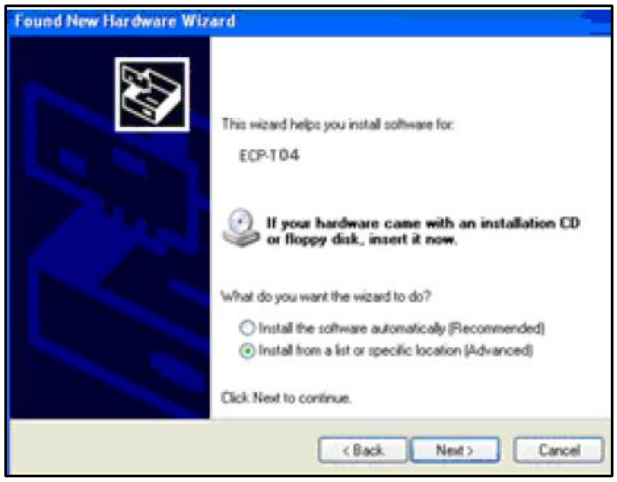
Step-1 After installing the software, copy the driver folder in C:\Program Files\Touch Screen\ECP-T04\Driver\ to the desktop



Step-2 Connect the device to your PC using a USB cable. The below dialogue box should appear

Found New Hardware Wizard
Welcome to the Found New Hardware Wizard
Windows will search for current and updated software by looking on your computer, on the hardware installation CD, or on the Windows Update Web site (with your permission).
Read our privacy policy
Can Windows connect to Windows Update to search for software?
Yes, this time only
Yes, now and every time I connect a device
No, not this time
Click Next to continue.
< Back
Next >
Cancel

Select "no, not this time"


Found New Hardware Wizard
This wizard helps you install software for:
ECP-T04
If your hardware came with an installation CD or floppy disk, insert it now.
What do you want the wizard to do?
Install the software automatically (Recommended)
Install from a list or specific location (Advanced)
Click Next to continue.
< Back
Next >
Cancel

Press Next

Select the driver folder on the desktop

Found New Hardware Wizard
Please choose your search and installation options.
Search for the best driver in these locations.
Use the check boxes below to limit or expand the default search, which includes local paths and removable media. The best driver found will be installed.
Search removable media (floppy, CD-ROM...)
Include this location in the search:
ocuments and Settings\Administrator\Desktop\driver
Browse
Don't search. I will choose the driver to install.
Choose this option to select the device driver from a list. Windows does not guarantee that the driver you choose will be the best match for your hardware.
< Back
Next >
Cancel

Step-3 Press Next again

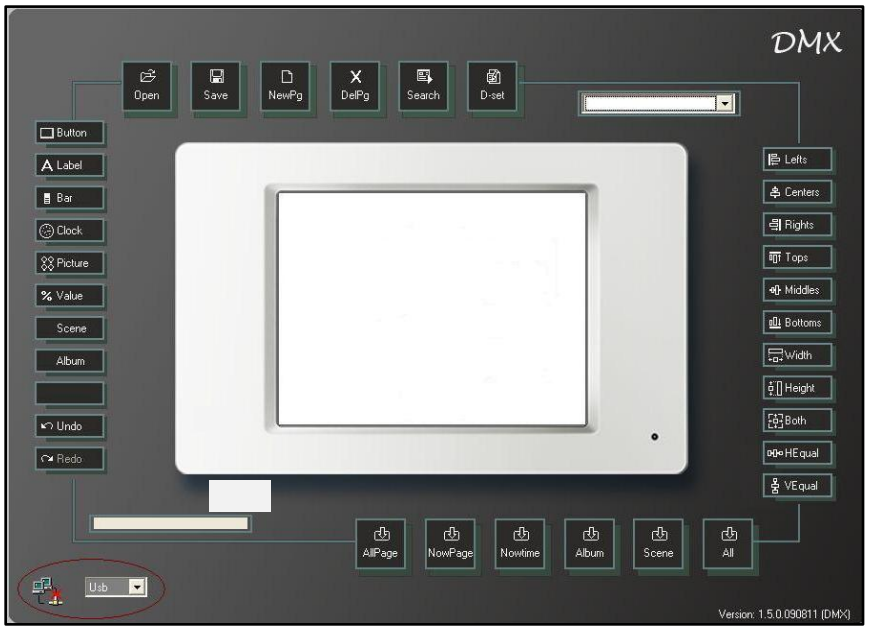
Step-4 Press finish and the driver is now installed

4. Programmable Software Introduction

4.1. Connection between Device and Programmable Software

When the user opens the software the screen should look like figure 1.

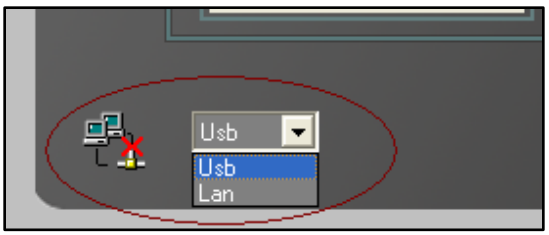
Figure 1: Device is not connected



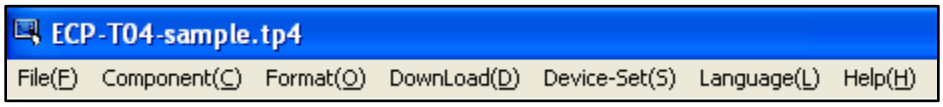
Once the device is connected the screen should look like figure 2.

Figure 2: Device is connected

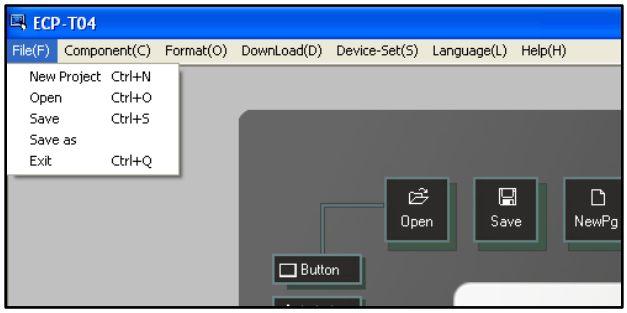
The device can be connected by USB or Ethernet, select from drop down list as shown below



4.2. Menu Introduction

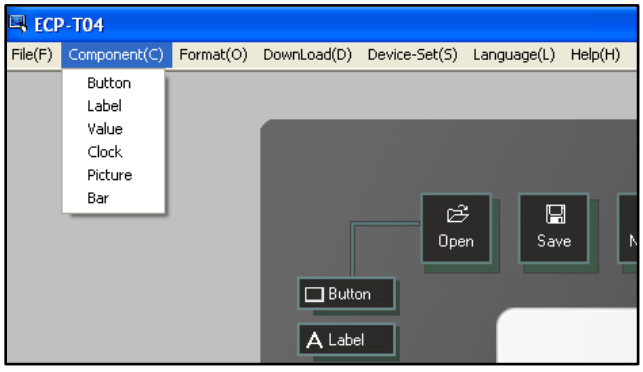


File menu is used to create, open and save a file



New Project	Create a new project
Open	Open a file
Save	Save a file
Save As	Save As file
Exit	Exit the program

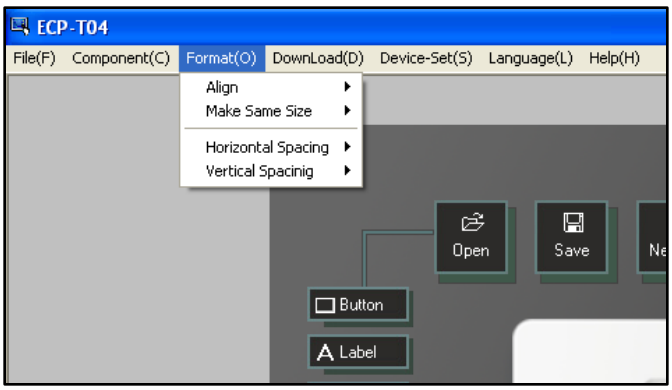
Component menu adds a button, a label, a value, a clock, a picture and a bar



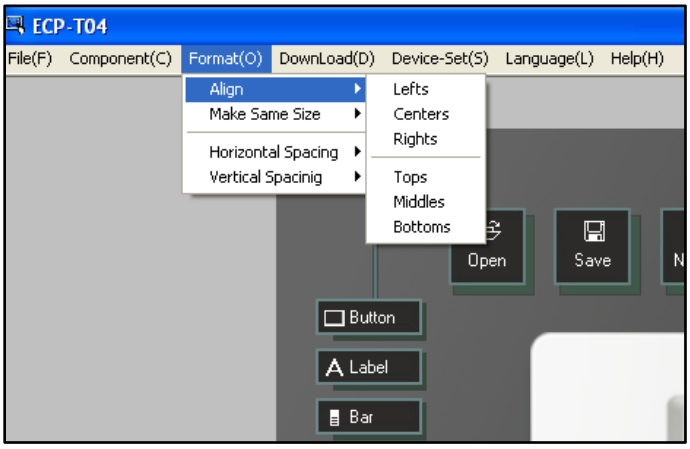
Button	Add a button
Label	Add a label
Value	Add a value
Clock	Add a clock
Picture	Add a picture
Bar	Add a bar

Format menu modifies the components' position, size and spacing

Leviton Touch Screen

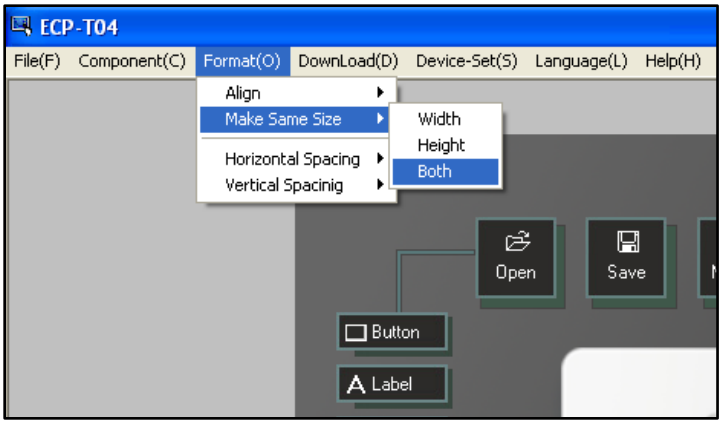


Align submenu options



Lefts	Align Left
Centers	Align Center
Rights	Align Right
Tops	Align Top
Middles	Align Middle
Bottoms	Align Bottom

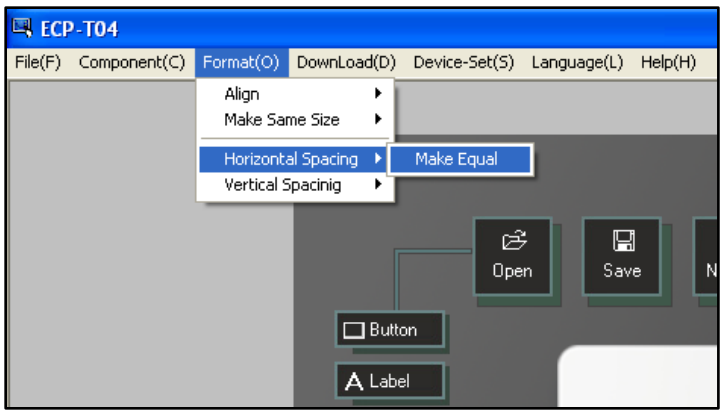
Make same size submenu options



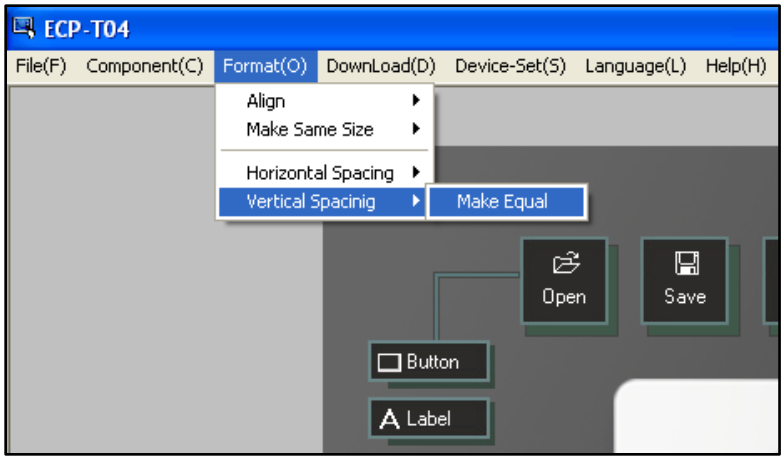
Width	Make same width
Height	Make same height
Both	Make same width and height

Horizontal spacing submenu options

Make Equal	Make horizontal spacing equal

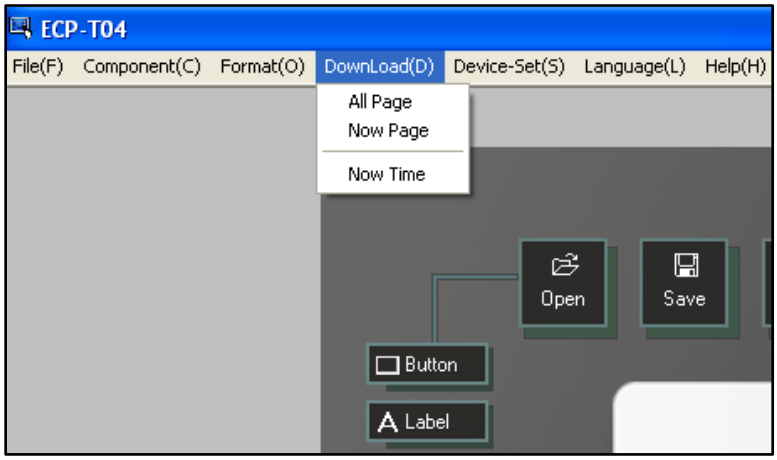


Vertical spacing submenu options



Make Equal	Make vertical spacing equal

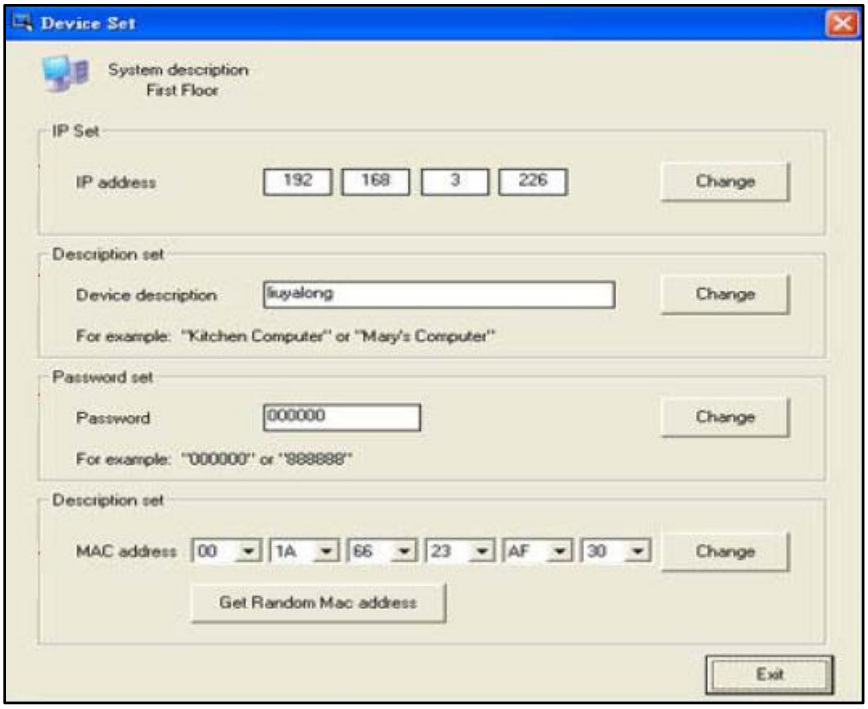
Download menu – download data from the software to the device



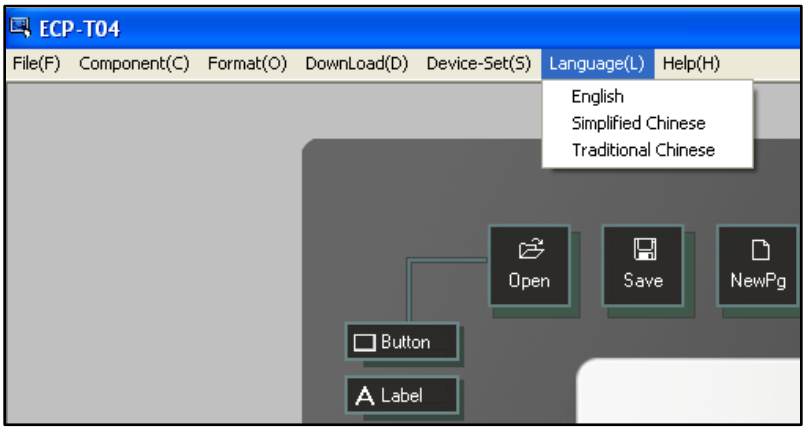
All Page	Download all pages
Now Page	Download current page
Now Time	Download the current time

Leviton Touch Screen

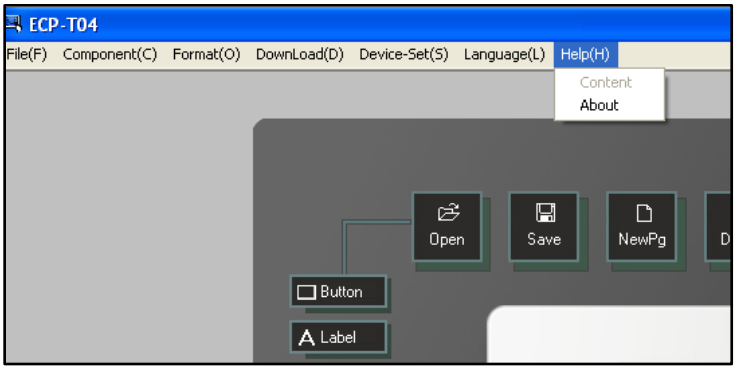
Device-Set Setting Includes: IP setting, device description, password setting and MAC address setting



Language Menu allows the user to select the preferred language. Three languages are available; English, simplified Chinese and traditional Chinese



Help Menu



A software introduction can be found in the Help Menu.

Contacting Technical Support

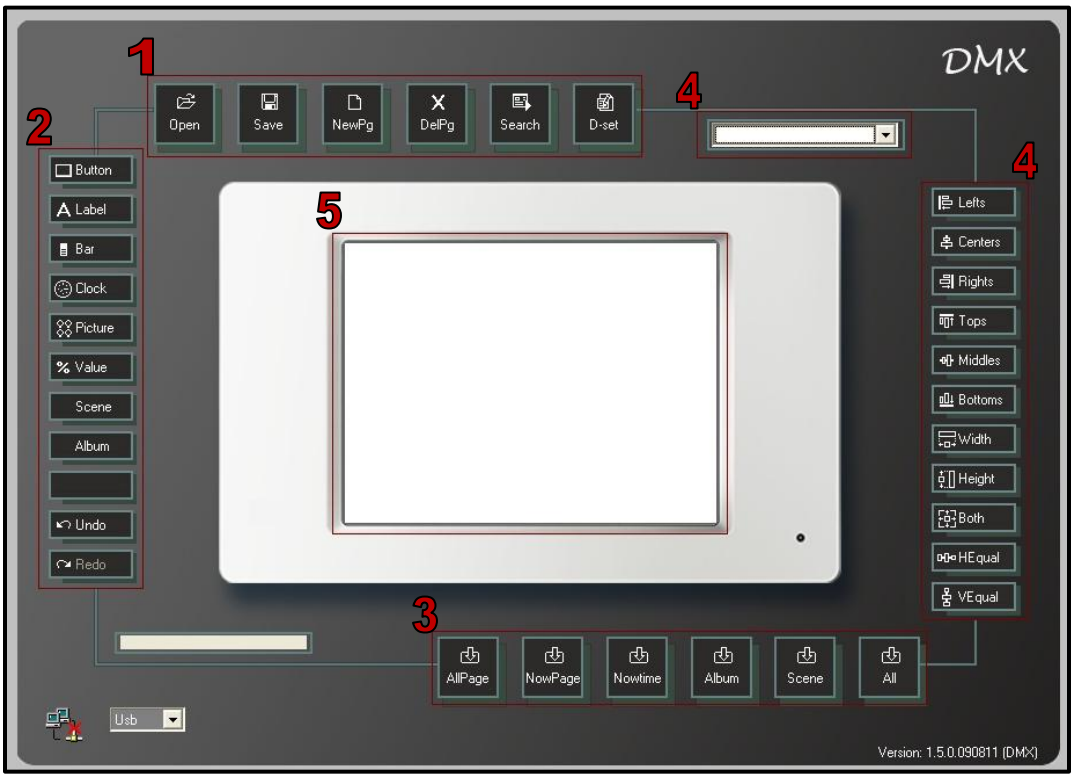
If you cannot find answers in this User Manual, please contact Technical Support and we will be glad to answer your questions.
You can also call us during regular business hours at 1-800-959-6004. Please have the model number information available when you call.

Contact Information:
Leviton Lighting & Energy Solutions
20497 SW Teton, Tualatin, OR 97062

Mailing Address:
PO BOX 2210
Tualatin, OR 97062

Customer Service: (800) 736-6682
Technical Support: (800) 959-6004
Fax: (503) 404-5601
Email: lestechnicalsupport@leviton.com
Internet: www.leviton.com

4.3. Interface Introduction



1. Interface Button Description

Open	Open File	DelPg	Delete Any Page
Save	Save File	Search	Search Device's IP
NewPg	Create New Page	D-set	Device Setting

2. Interface Button Description

Button	Add Button	Picture	Add Picture
Label	Add Label	Value	Add Value
Bar	Add Bar	Scene	Scene Editing Button
Clock	Add Clock	Album	Album Setting
Undo	Undo the Setting	Redo	Redo the Setting

3. Interface Button Description

	Download all Page Data to Device		Download System Time to Device
	Download Current Page Data to Device		Download all Data to Device
	Download Album Photo to Device		Download Scene Data to Device

4. Interface Button Description

	Align Components Left		Make Components the Same Width
	Align Components Center		Make Components the Same Height
	Align Components Right		Make Components the same Width and Height
	Align Components Top		Horizontal Spacing Equal
	Align Components Middle		Vertical Spacing Equal
	Align Components Bottom		Select a Page

5. Displays what will show on the device screen.

4.4. Component (Button, Label, Bar, Picture, Clock, Value) Setting

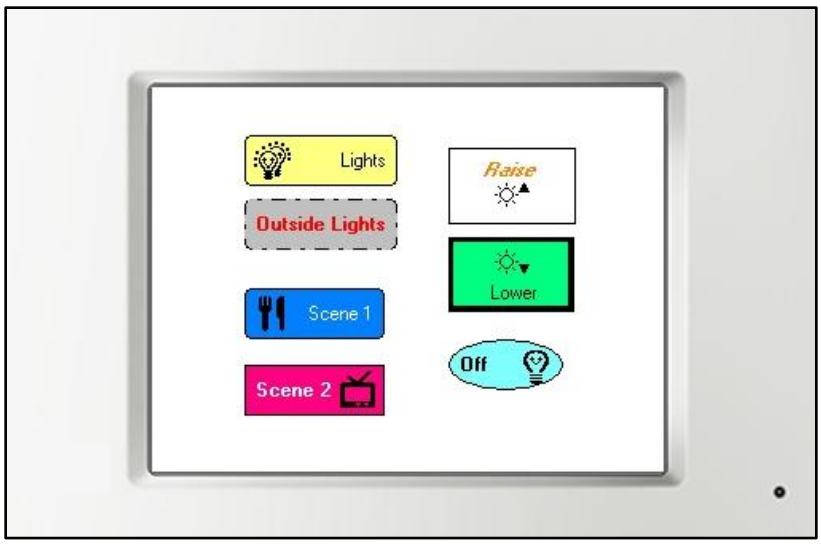
Page: A page is a graphic user interface which includes components such as button, label, bar, picture, clock and value.

Component: A graphic object displayed on a page. Components include buttons, labels, bars, values, clock and pictures.

There are 5 types of components:

Button: The button is used to control an action, when you touch a button the programmed action takes effect. For example a button can turn on a light or recall a scene. A button can have text and or images programmed on it. Buttons with different functions, backgrounds, borders and styles can exist on the same page. See button examples below.

Leviton Touch Screen



Buttons can have 4 control functions: page link, scene recall, one button channel dimming value control, two button channel dimming value control.

Page Link: Link to another page.

Scene Control: Recall the scenes of the controller.

Channel Dimming Value: 2 control methods are available-

Two buttons (up and down): increase/decrease the dimming value.

(The channel no. and zone no. are dependent on the EDX system working with the device)

One Button: directly recall a preset dimming value, for example 50%.

Label: Label is used for descriptions.

Bar: A bar can be used to adjust the channel dimming value and display the value from 0% - 100%.

Picture: The function of picture is the same as button.

Clock: Display time on the device.

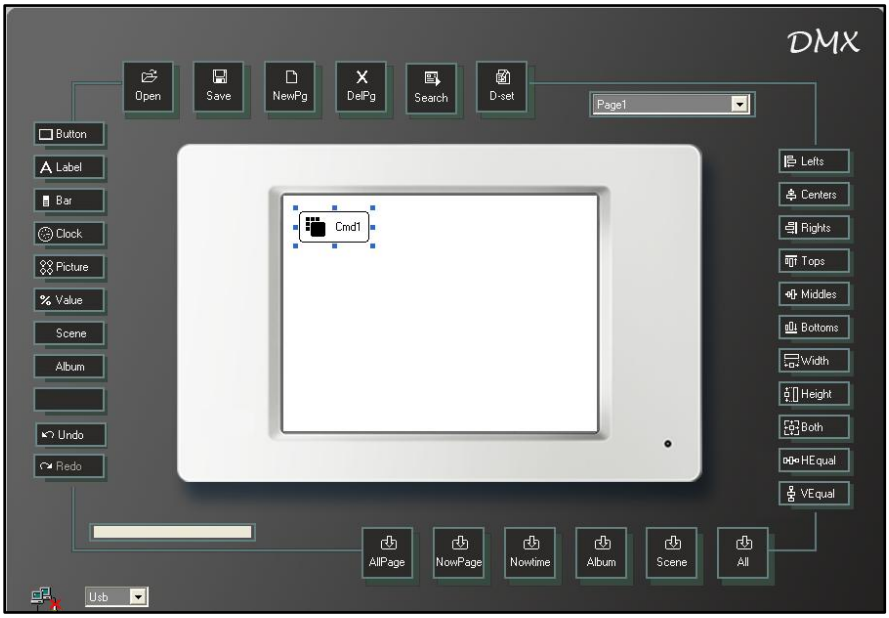
Value: Display channel's dimming value (from 0% - 100%).

4.4.1. Button Setting

4.4.1.1. Add Button

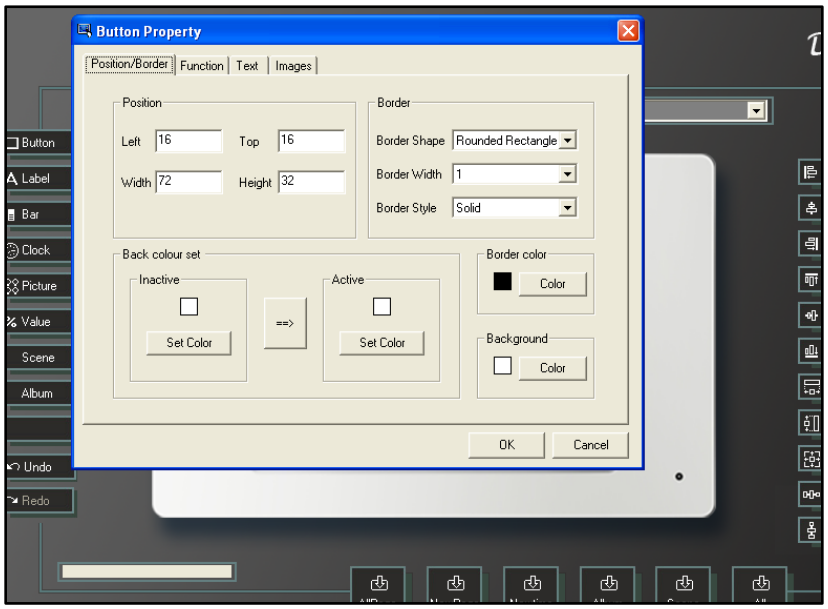
Step-1 Open the software

Step-2 Press button key on the screen or use the component menu to add a button



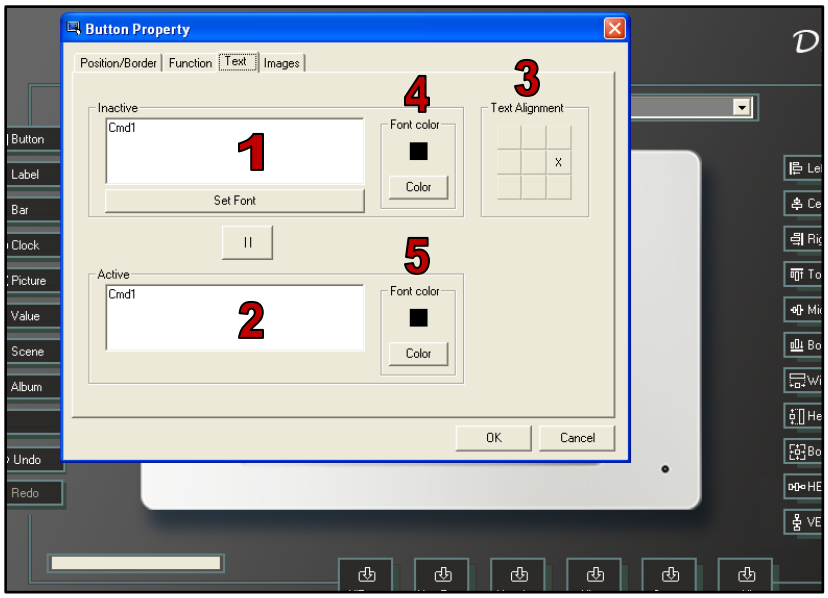
4.4.1.2. Button Property

Step-1 After a button is added double click it to access the button property window



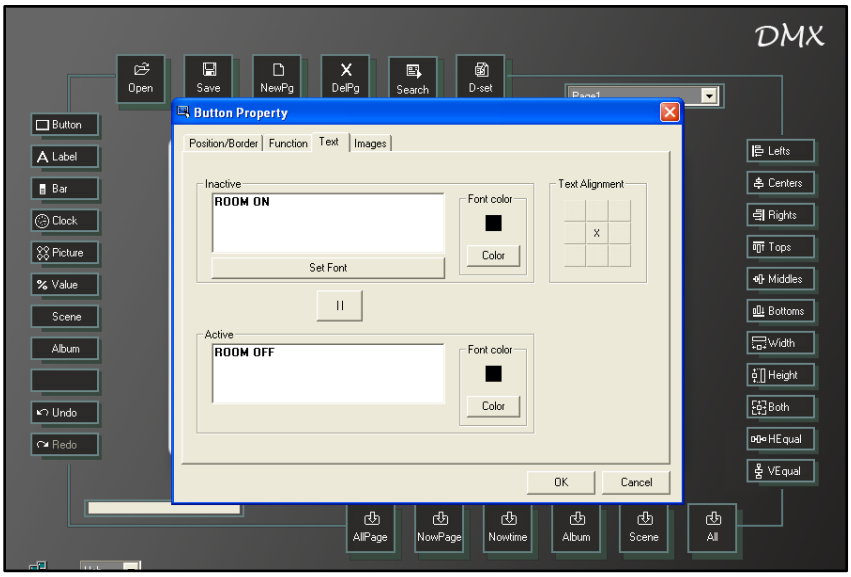
Text Setting

Step-2 Select the text property from the dialogue box

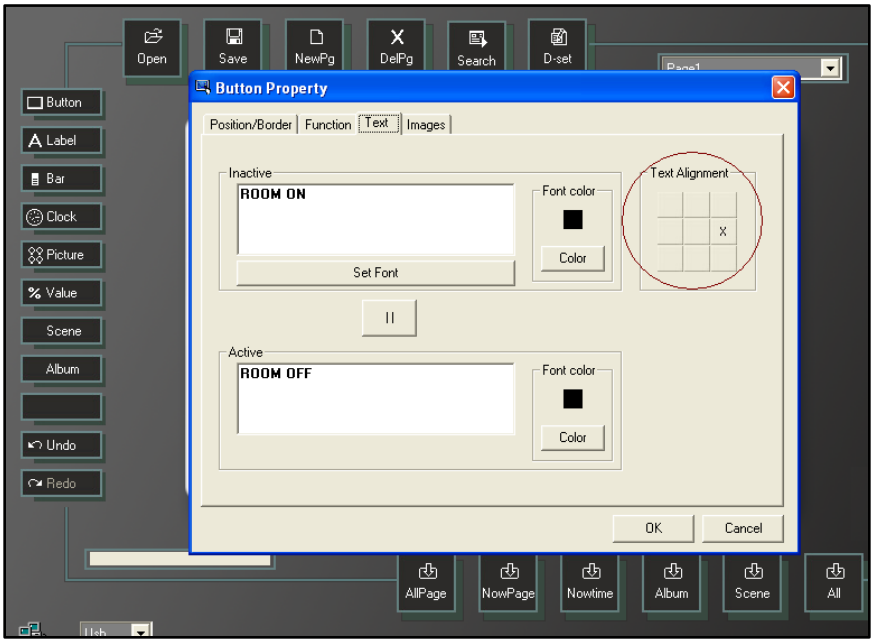


1	Text displayed when the button is inactive
2	Text displayed when the button is active
3	Align the text position
4	The color the text displays when the button is inactive
5	The color the text displays when the button is active

Step-3 Enter text into the active and inactive boxes. For example enter "ROOM ON", into inactive and "ROOM OFF" into active



Step-4 Use text alignment to choose text position on the button. The position chosen is indicated by an "X"



Step-5 Press OK to save the text setting

Leviton Touch Screen

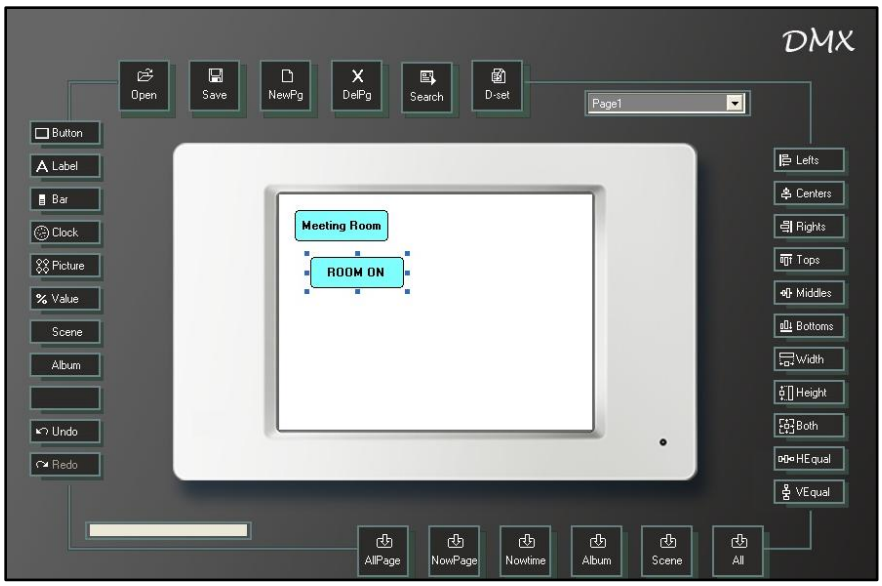
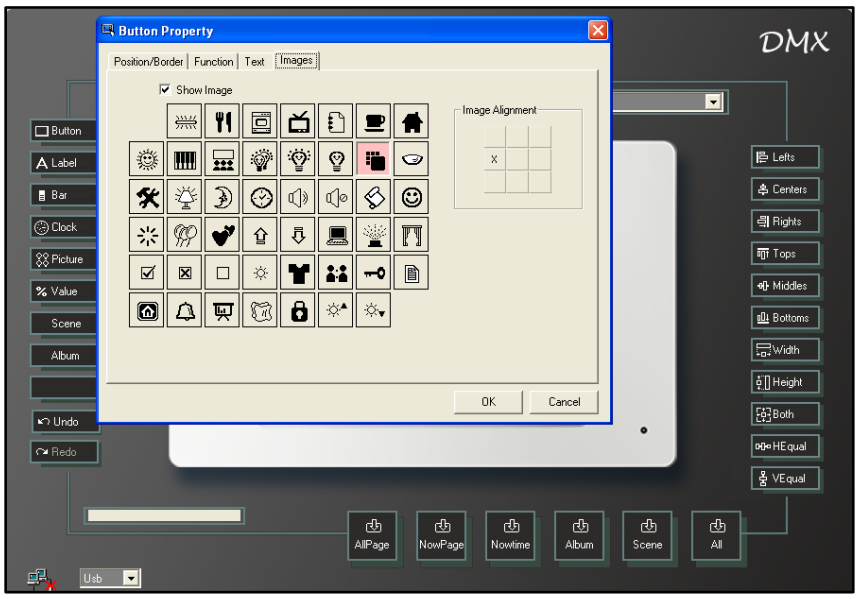
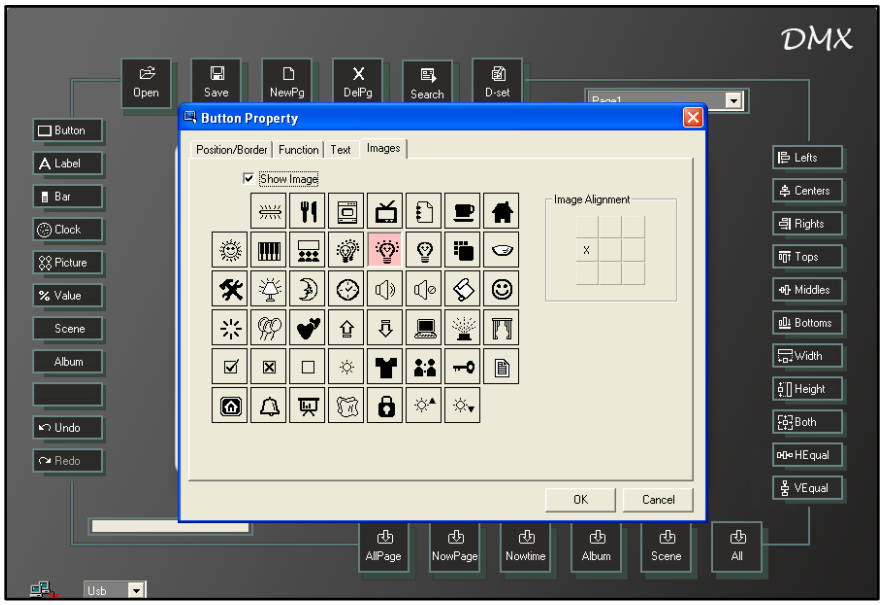


Image Setting

Step-6 Double click the button and select the images tab from the property dialogue box



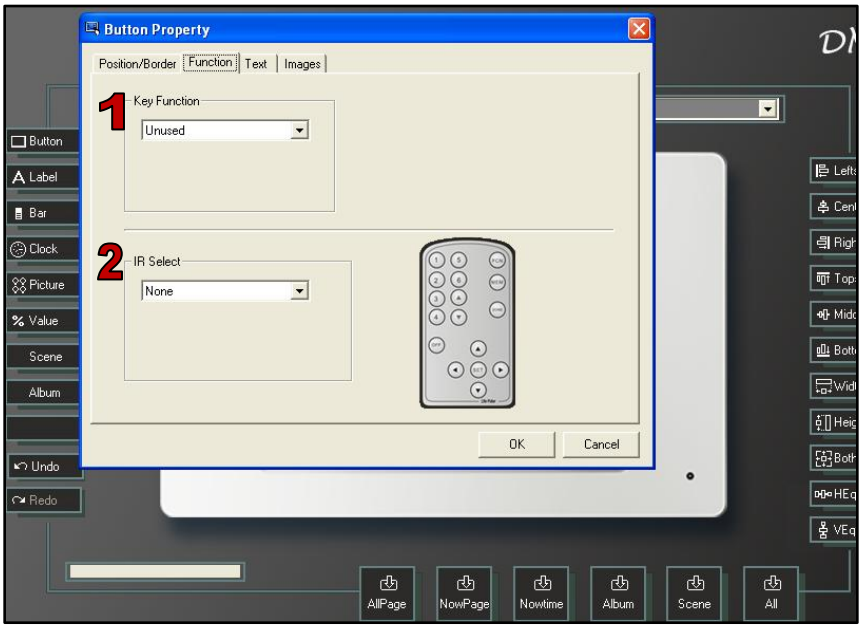
Step-7 Select any image below and use image alignment to choose the image's position on the button



Step-9 Press OK to save the image setting

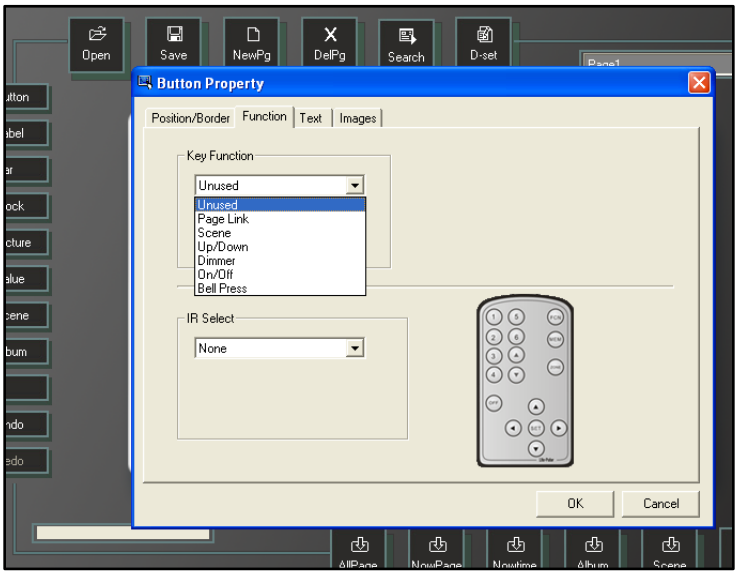
Function Setting

Step-10 Double click the button and select the function tab of the property dialogue box



1	Key Function	Selects the function for the button
2	IR Select	Defines which key on the IR controller controls the button

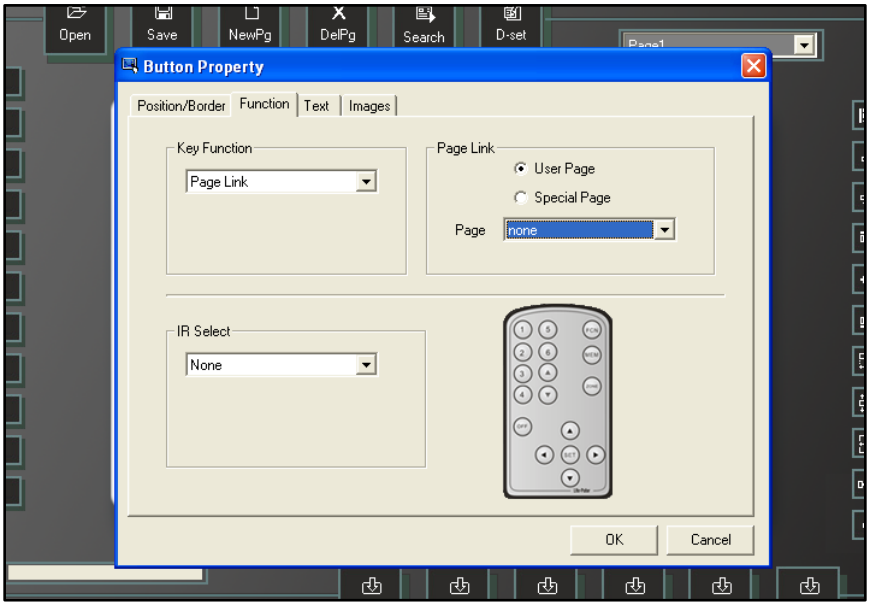
Key Functions



Unused	Set as unused button
Page Link	Set as a page link button
Scene	Set as a scene recall button
Up/Down	Set as up/down dimmer button
Dimmer	Set as a dimmer button
On/Off	Set as a on/off button
Bell Press	Set as a bell press button

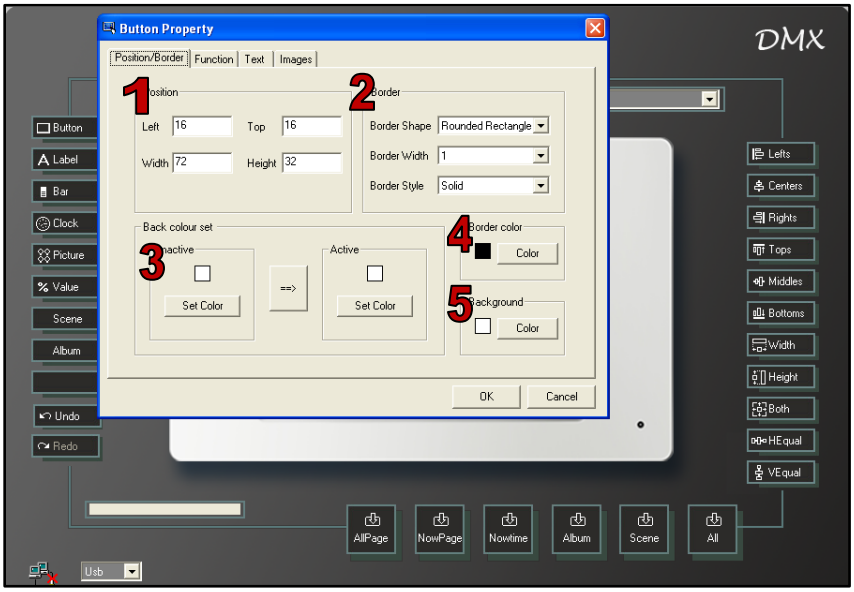
After a function has been selected from the list, refer to 4.9 Button's Advanced Setting for instructions on setting the advanced settings.

Step-11 For example set the button function as Page Link



Step-12 Press OK to save the function setting

Step-13 Position/Border Setting – Double click the button again and select Position/Border from the property dialogue box

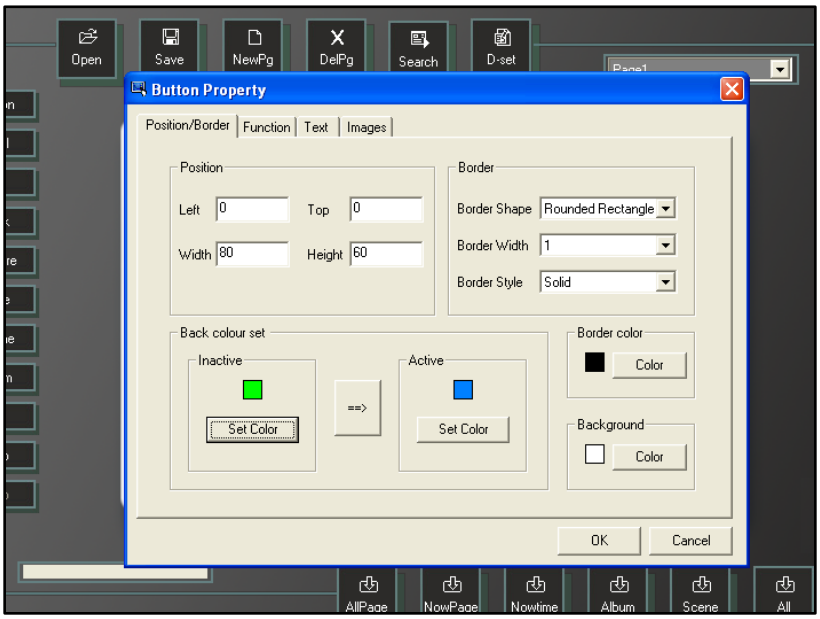


1	Position and size setting
2	Border setting
3	The button color displayed when the button has an inactive status or active status
4	Border color setting
5	Border background setting

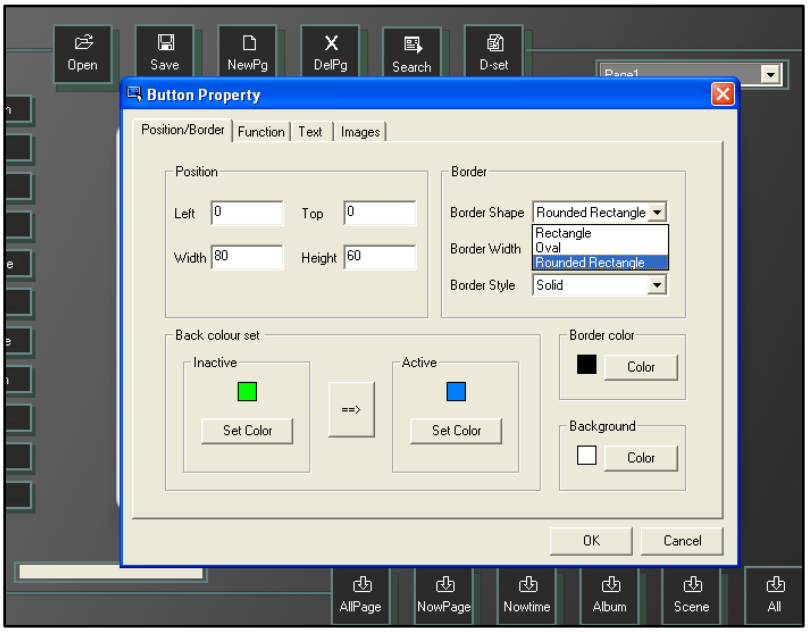
Note:
Left/Top – Adjusts button's position on the illustration area.
Width/Height – Adjusts button's width and height.

Step-14 Click into the box to the right of left/top/Width/Height to edit the number

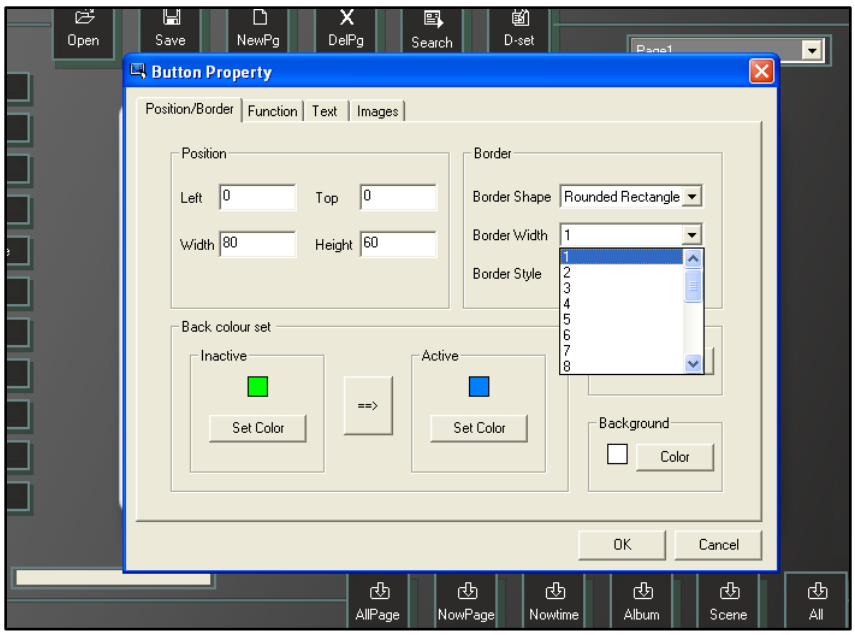
For example: Left/top set as 0/0, width/height set as 80/60 and set the button as green when it has a status of inactive; set the button as blue, when it is active.



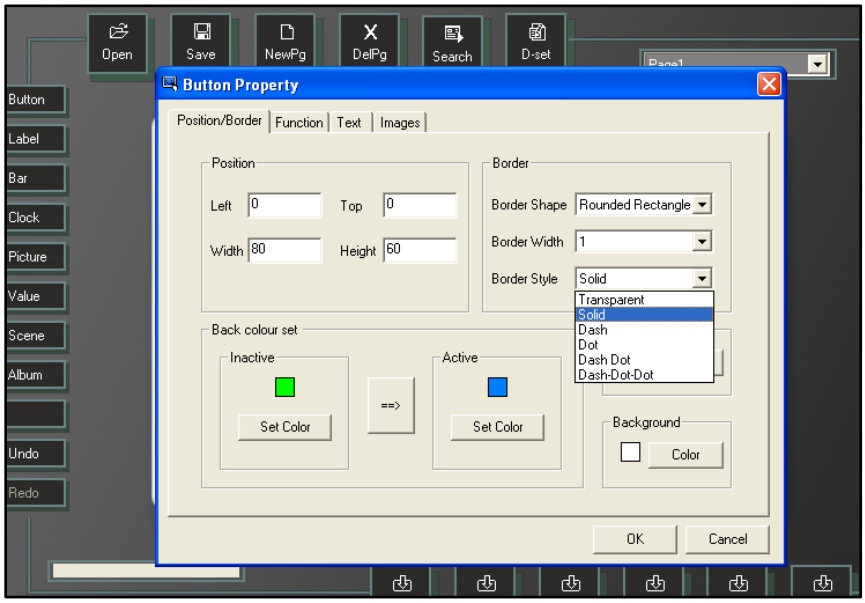
Border Setting



Border Shape options:
Rectangle
Oval
Rounded Rectangle



Select border width from the list

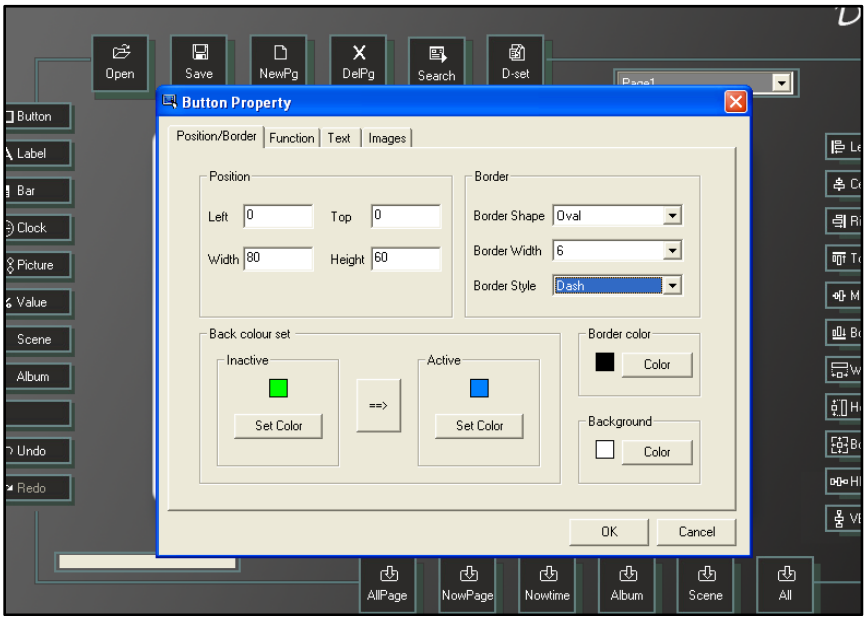


Border Style options:
Transparent
Solid
Dash
Dot
Dash Dot
Dash-Dot-Dot

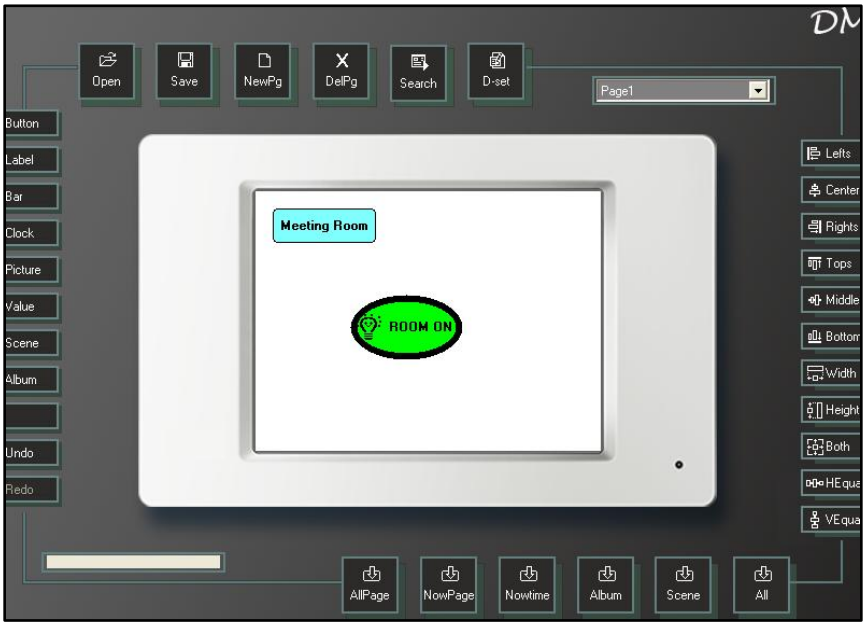
Note: *Before the style selection, border width must be set at least at 1.*

For example: Set the border shape as oval, border width as 6, and border style as dash.

Step-15 Select the drop down list for the border shape/border width/border style list to choose the right item



Step-16 Press OK to save the position/border setting



Note: *All button properties can be set at the same time and then press ok to see results.*

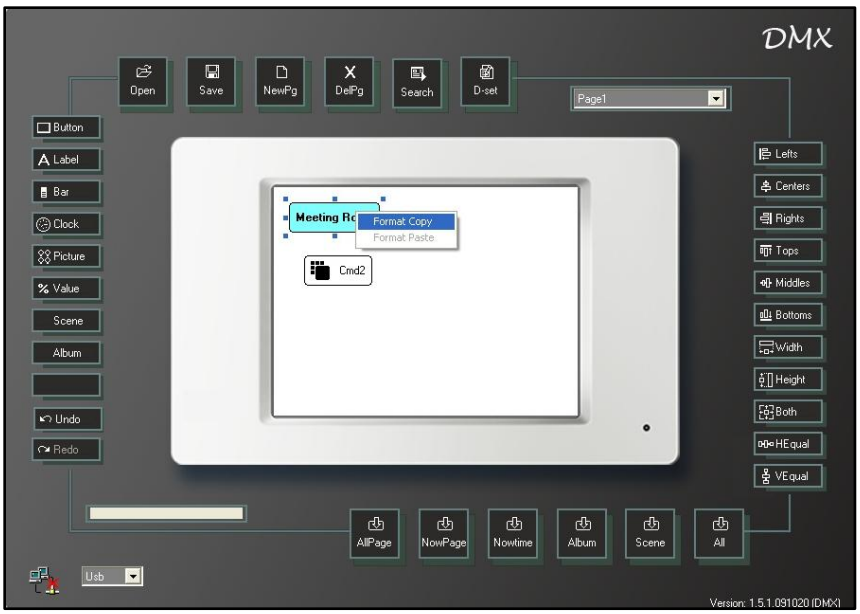
4.4.1.1. Copy Button

Copy the border shape, border color, background color and inactive, active color settings of one button to another.

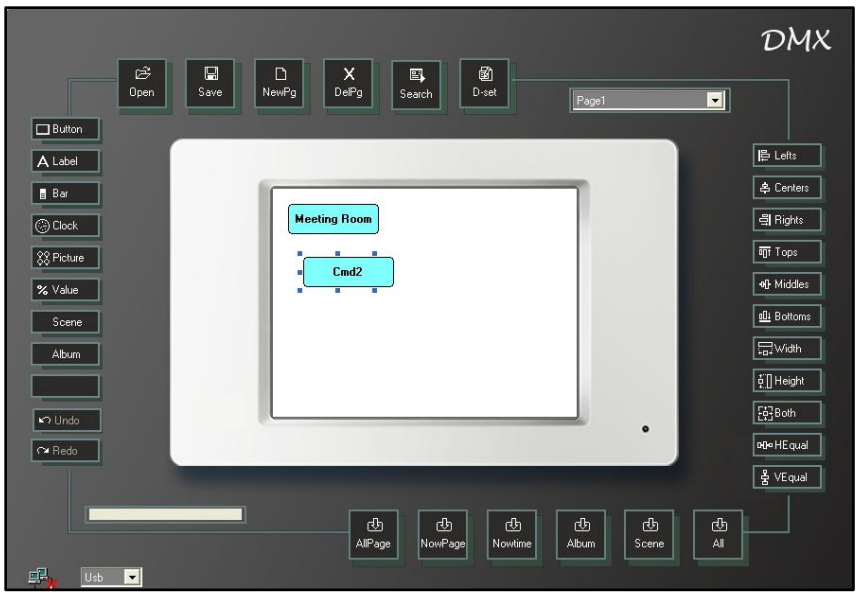
Step-1 – Add a new button to the display and set its style properties

Now there are 2 buttons on the page; Meeting Room and Cmd2

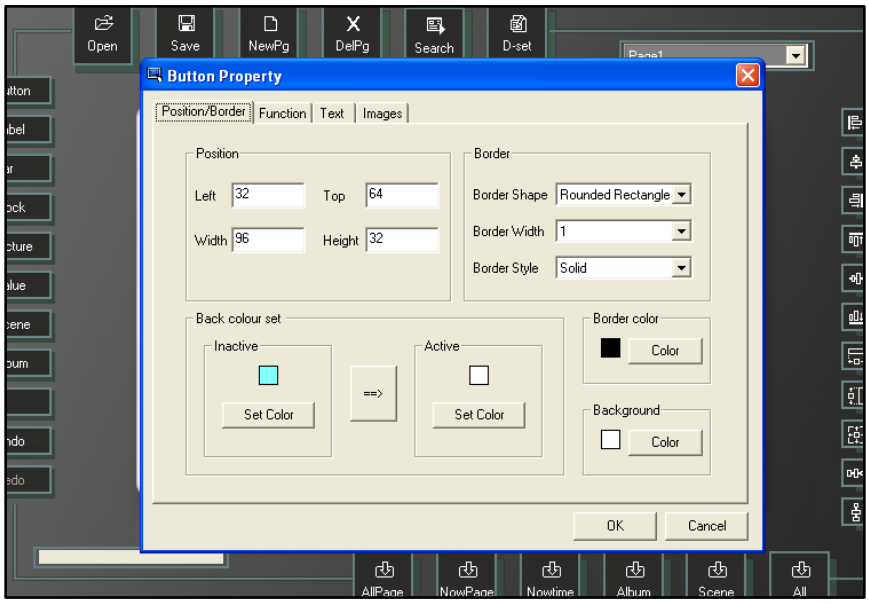
Step-2 Select Meeting Room Button and right click to select Format Copy



Step-3 Select cmd2 and right click to select Format Paste to copy the setting



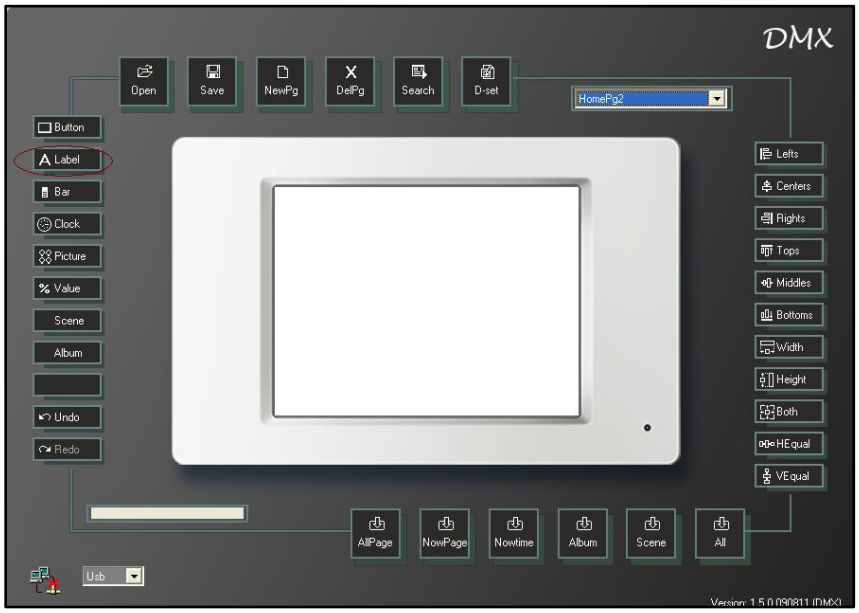
Now double click the cmd2 button to review the property changes.



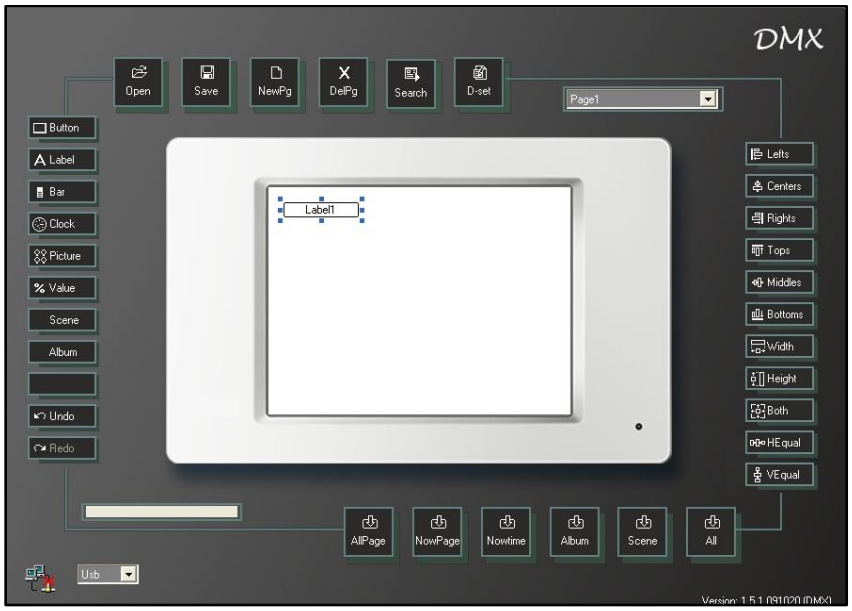
4.4.2. Label Setting

4.4.2.1. Add Label

Step-1 Open the software

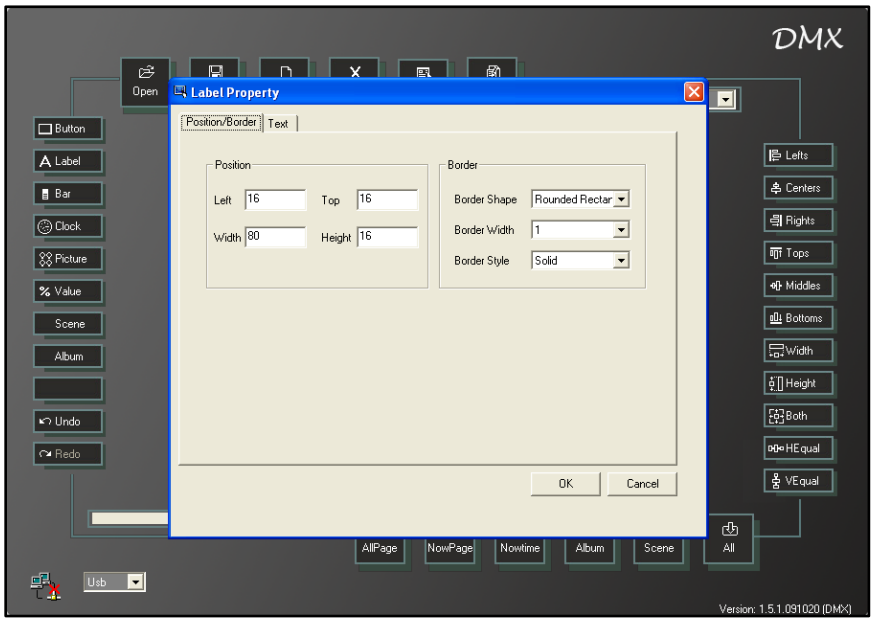


Step-2 Press label key on the interface or use the component menu to add a label

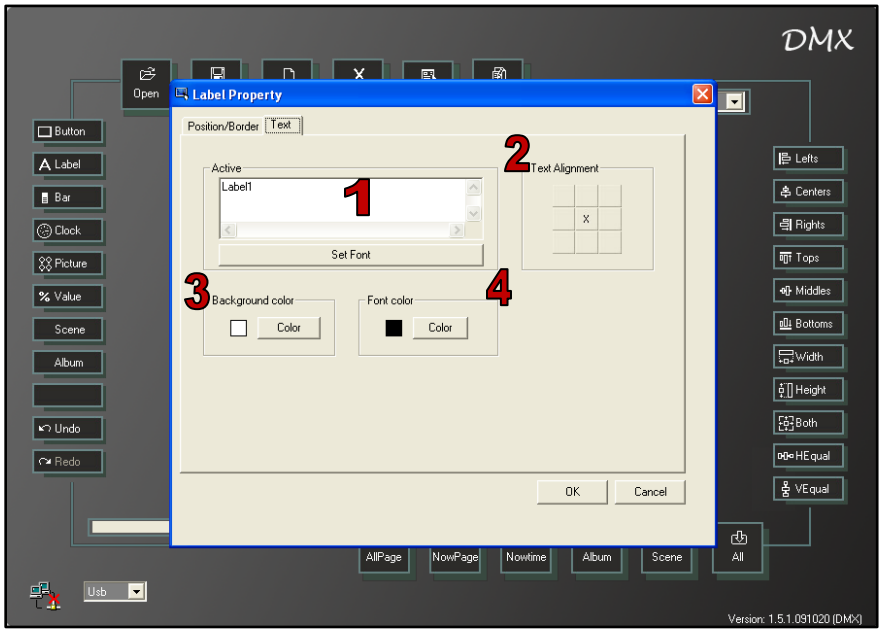


4.4.2.2. Label Property

Step-1 Double click the label to show the label property dialogue box



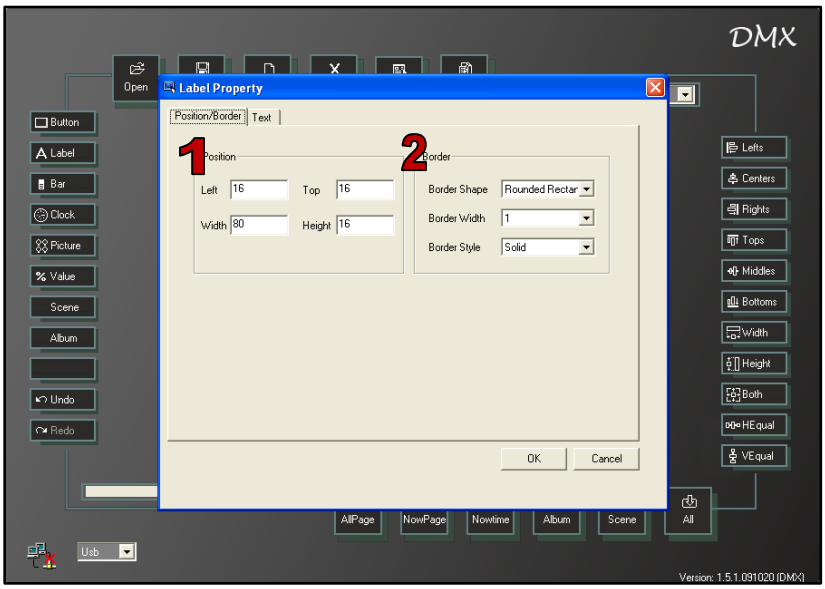
Step-2 Text setting – Select the text tab in the dialogue box



1	Text that displays on the label
2	Aligns the text position
3	Background color setting
4	Text color setting

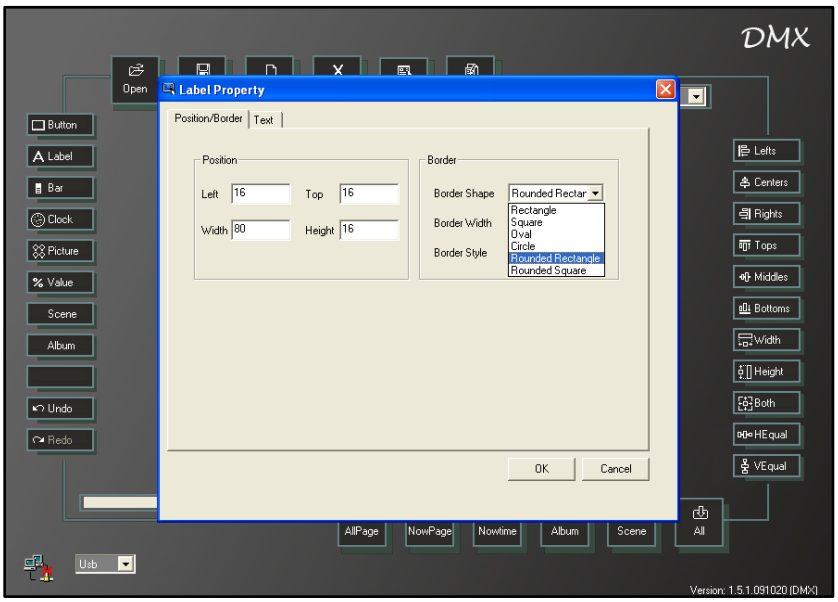
Please refer to 4.4.1.2 Button Property to finish the label's text settings.

Step-3 Position/Border Setting -Double click the label again and select Position/Border tab of the dialogue box



1	Position and size setting
2	Border setting

Please refer to 4.4.1.2 Button Property to finish the label's settings.



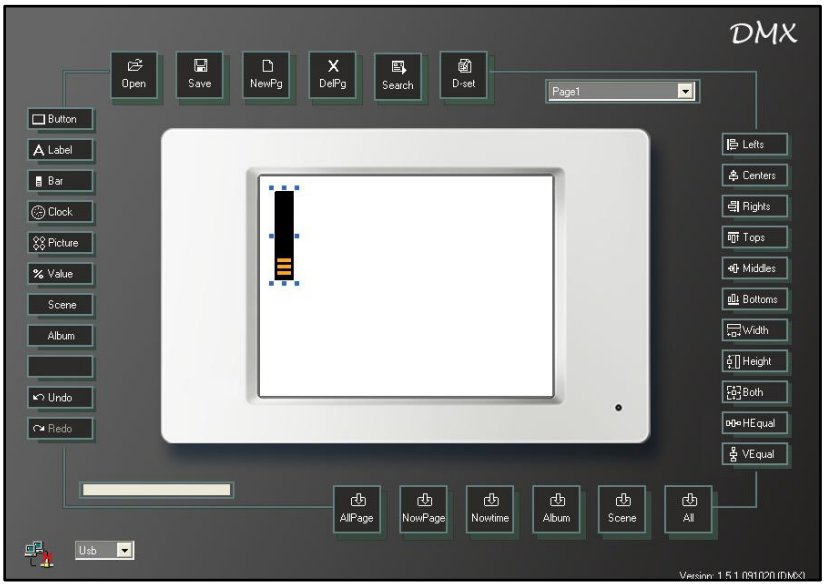
Border Shape options:
Rectangle
Square
Oval
Circle
Rounded Rectangle
Rounded Square

4.4.3. Bar Setting

4.4.3.1. Add Bar

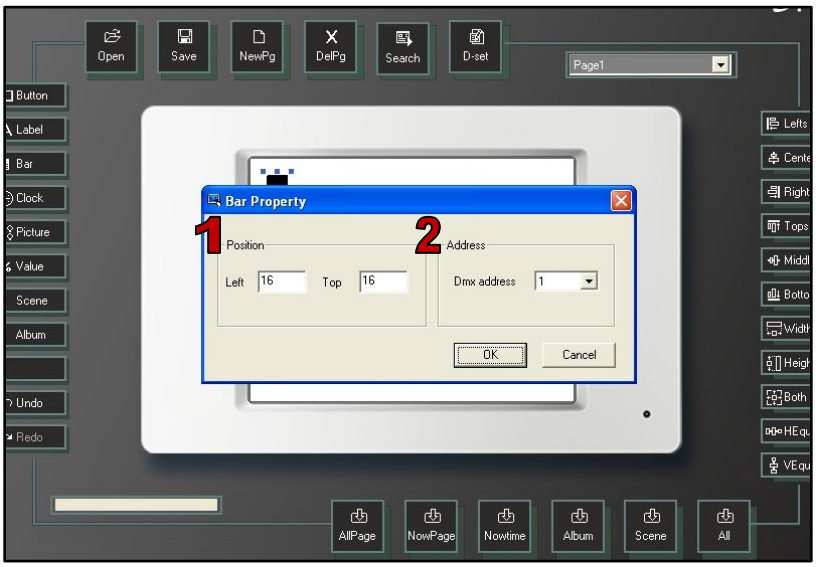
Step-1 Open the software

Step-2 Press the bar key on the interface or use the component menu to add a bar



4.4.3.2. Bar Property

Step-1 Double click the bar on the page



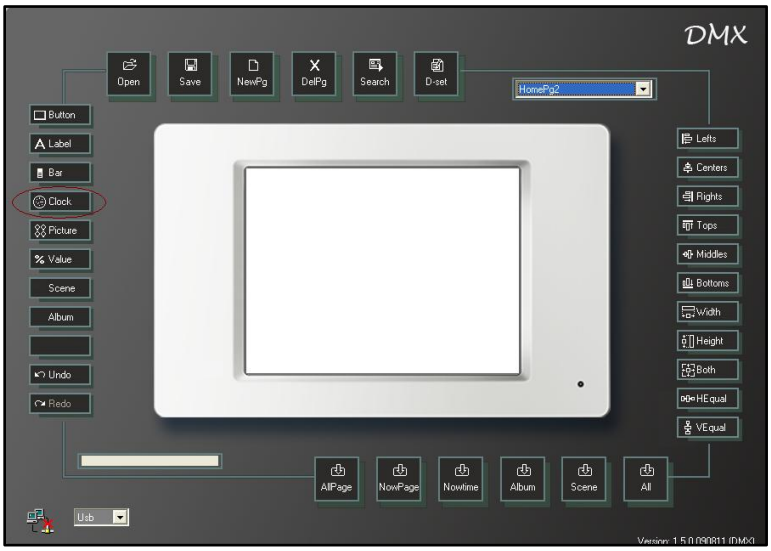
1	Position	Where the bar will appear on the display
2	Address	Channel's address setting (From 1 – 512)

Step-2 Press OK to save the setting

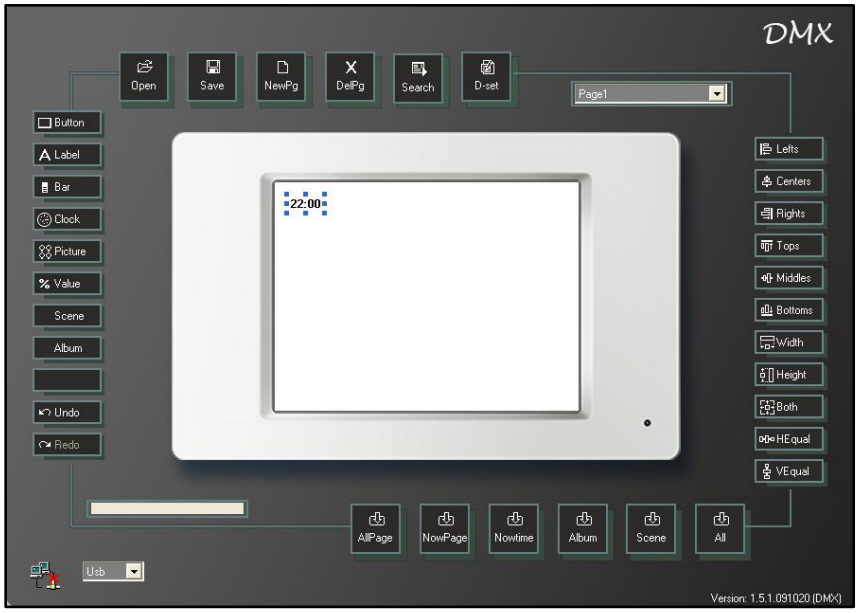
4.4.4. Clock Setting

4.4.4.1. Add Clock

Step-1 Open the software



Step-2 Press clock key on the interface or use the component menu to add a clock

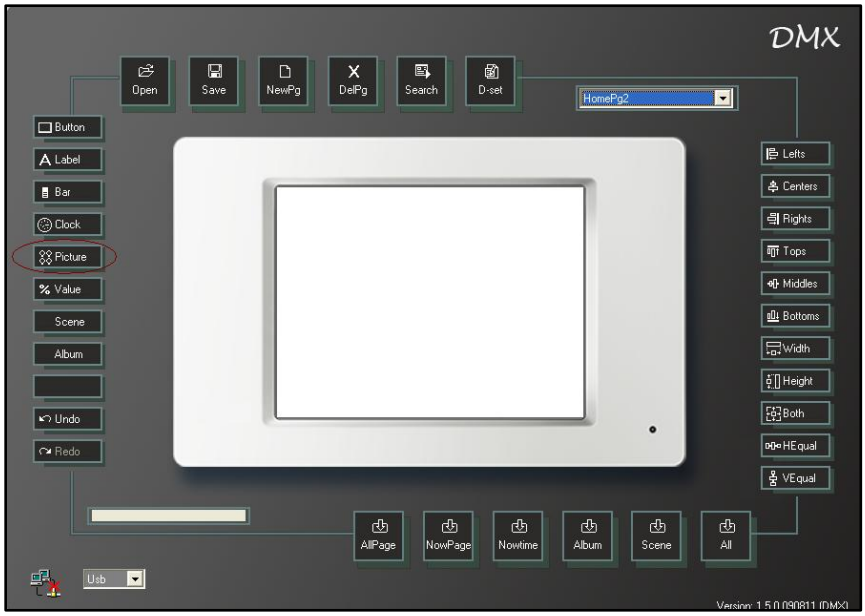


The clock can only be synchronized with the system time; time cannot be set manually.

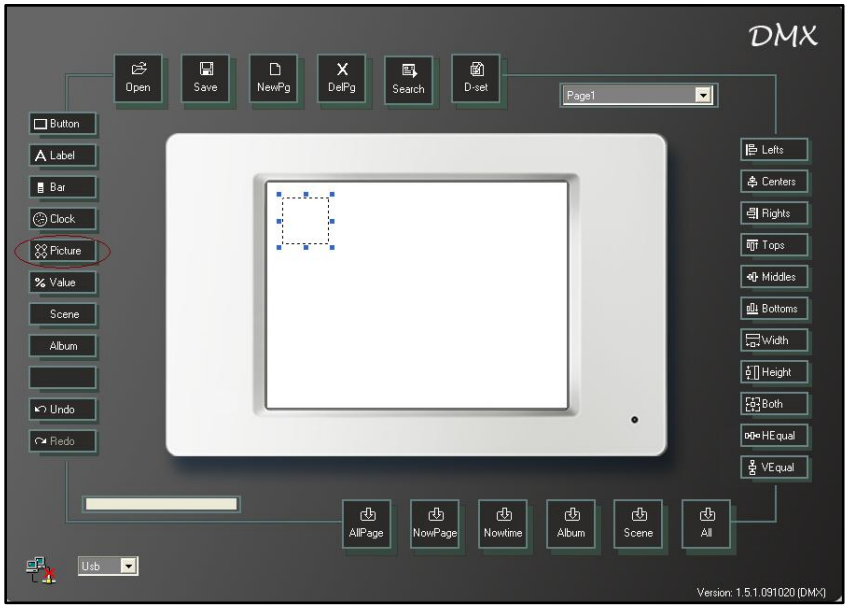
4.4.5. Picture Setting

4.4.5.1. Add Picture

Step-1 Open the software



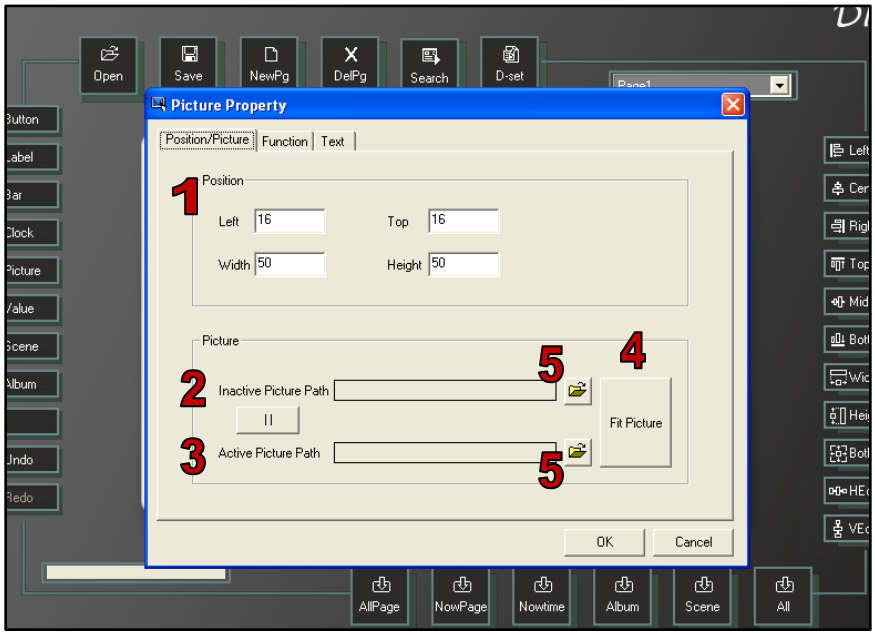
Step-2 Press the picture key on the interface or use the component menu to add a picture



4.4.5.2. Picture Property

Position/Picture Setting

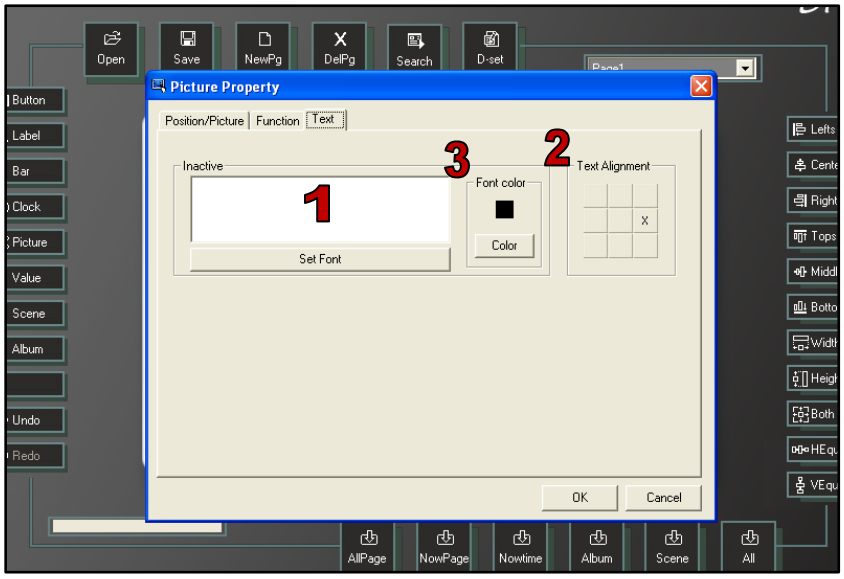
Step-1 Double click the picture



1	Position	Where the picture will appear on the display and the size
2	Inactive picture path	Picture that will display when the picture is inactive
3	Active picture path	Picture that will display when the picture is active
4	Fit picture	Makes the photo the same size as the picture illustration area
5	Folder icon	Click to load picture

Text Setting

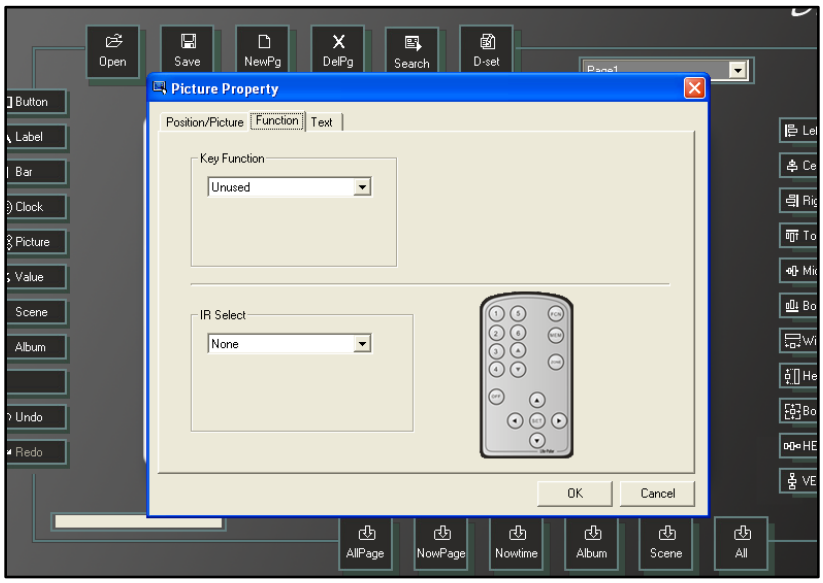
Step-2 Double click the picture and select text from the property tab in the dialogue box



1	Inactive	Text that will display when the picture is inactive
2	Text alignment	Aligns the text position
3	Font color	Text color

Function Setting

Step-3 Double click the picture and select the function tab in the dialogue box



Step-4 Press OK to save the setting

4.4.6. Value Setting

Value – add channel's dimming value display (from 0% - 100%)

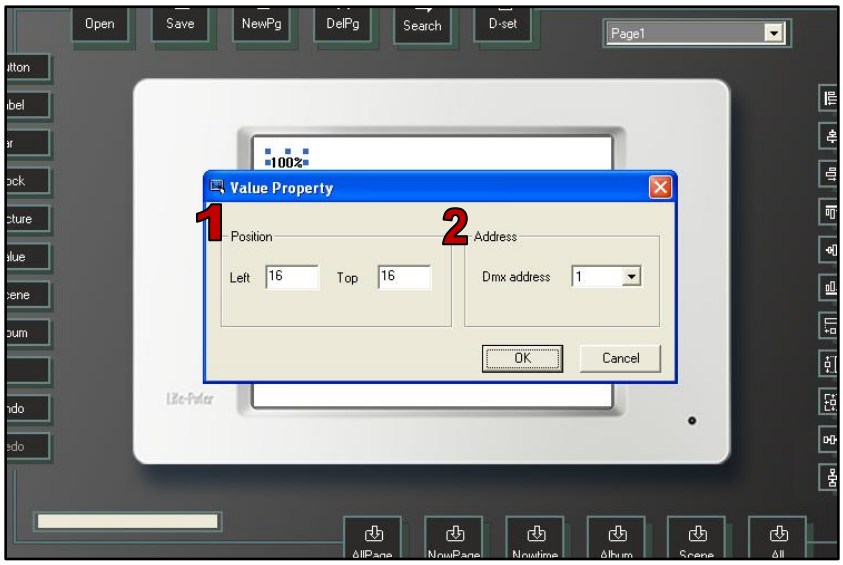
4.4.6.1. Add Value

Step-1 Open the software

Step-2 Press the value key on the interface or use the component menu to add a value

4.4.6.2. Value Property

Step-1 Double click the added value component



1	Position	Value's position setting on the display
2	Address	Channel's DMX address setting (From 1-512)

Step -2 Press OK to save the setting

4.5. Album Setting

Album – Loads the photo to the digital photo frame. (19 photos maximum)

Step-1 Open the software

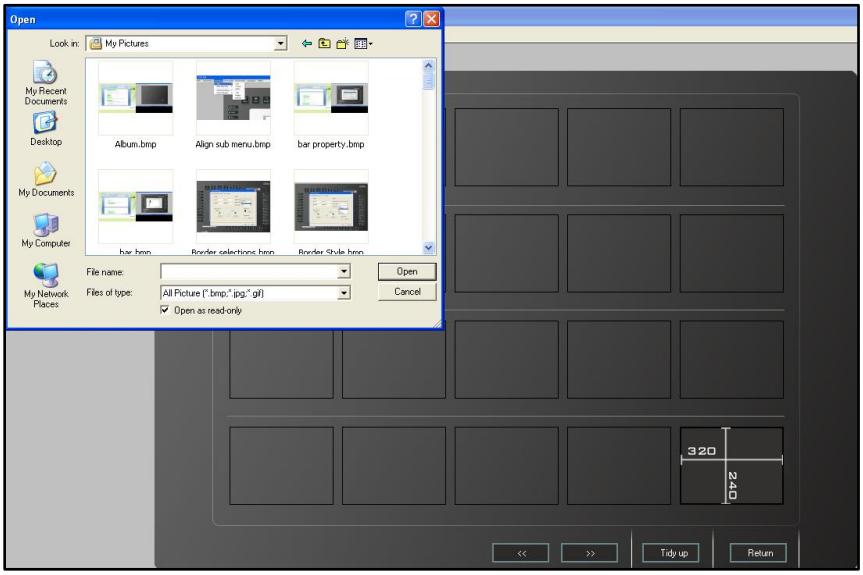
Step-2 Press Album key

The program can load 19 photos maximum, the last frame is the size display, a photo cannot be uploaded to this slot.

1	Modify the photo's position, move the photo to last or next frame
2	Tidy up the photo's sequence (When photos are deleted, it will update the sequence)

3	Exit the album operation

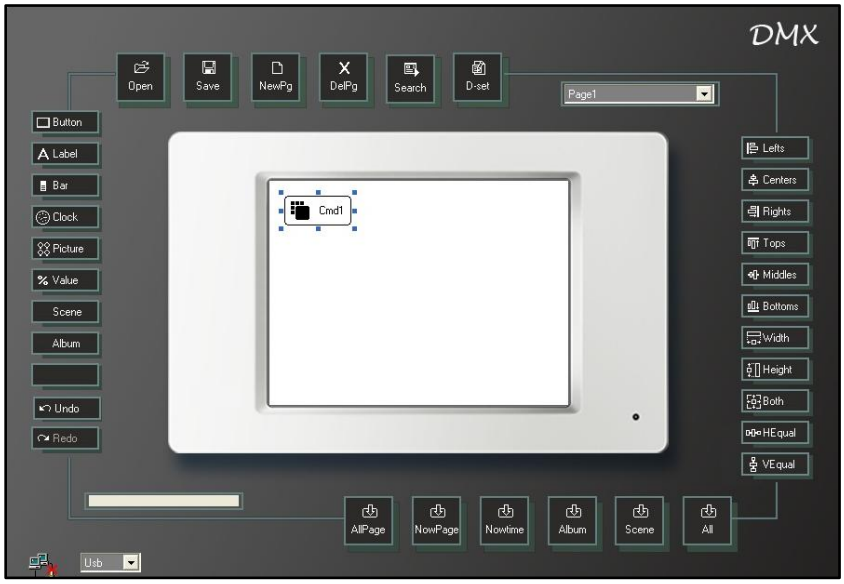
Step-3 Double click any frame to upload the photo.



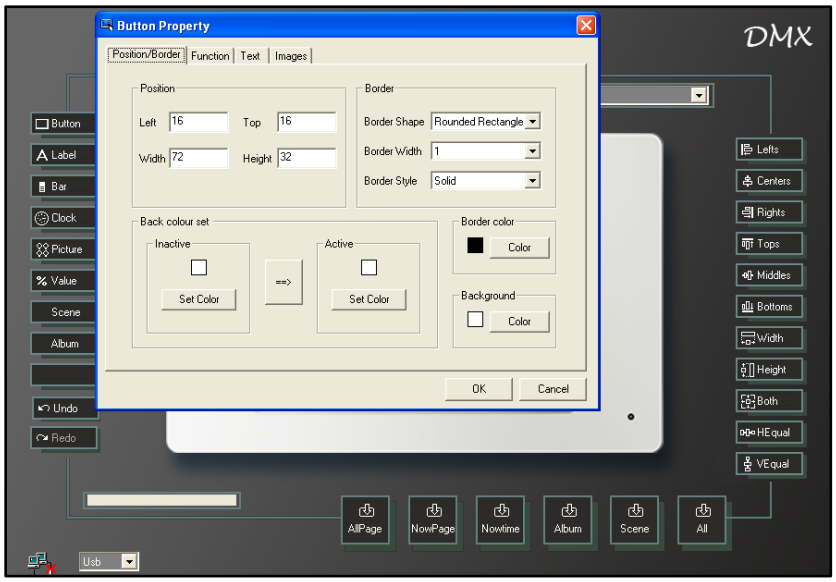
4.6. Button, Picture's IR Remote Control

Note: *Only button and picture device components accept IR remote control. The IR remote control setting for button and picture operate the same, the following example applies to both components.*

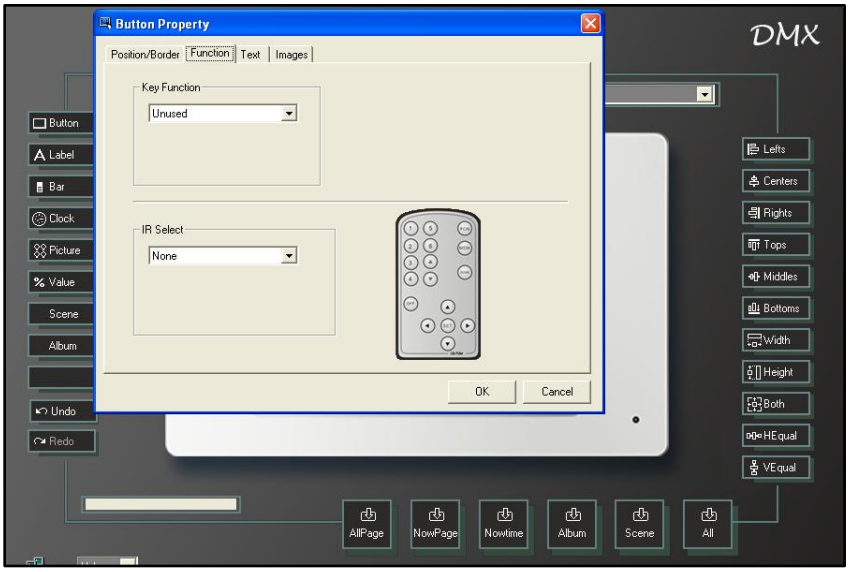
Step-1 On the current page, press the button key on the interface or use the component menu to add a button



Step-2 Double click the button



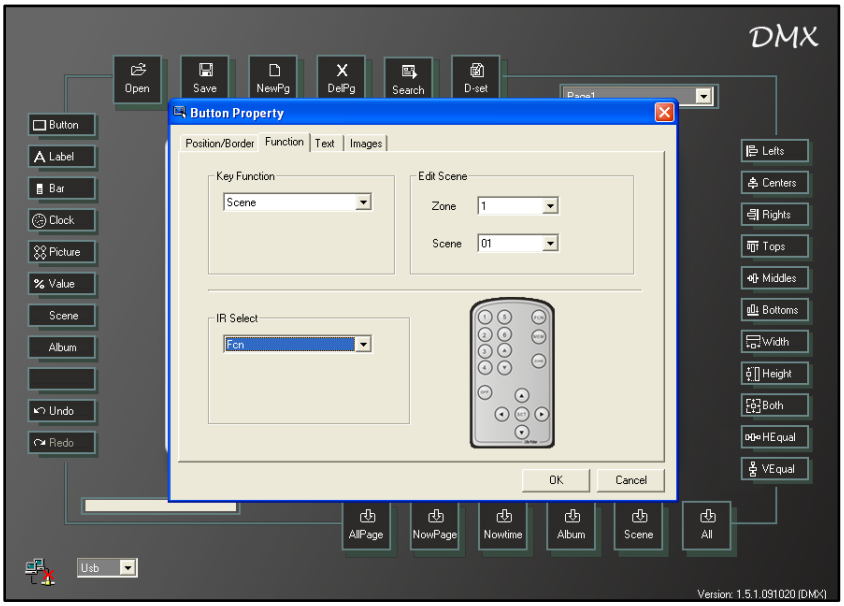
Step-3 Select the function tab in the property dialogue box



To set the button's key function setting, please refer to 4.4.1.2 Button Property.

Step-4 For example, select the function as scene and choose scene 01 of zone 1 to be controlled by this button

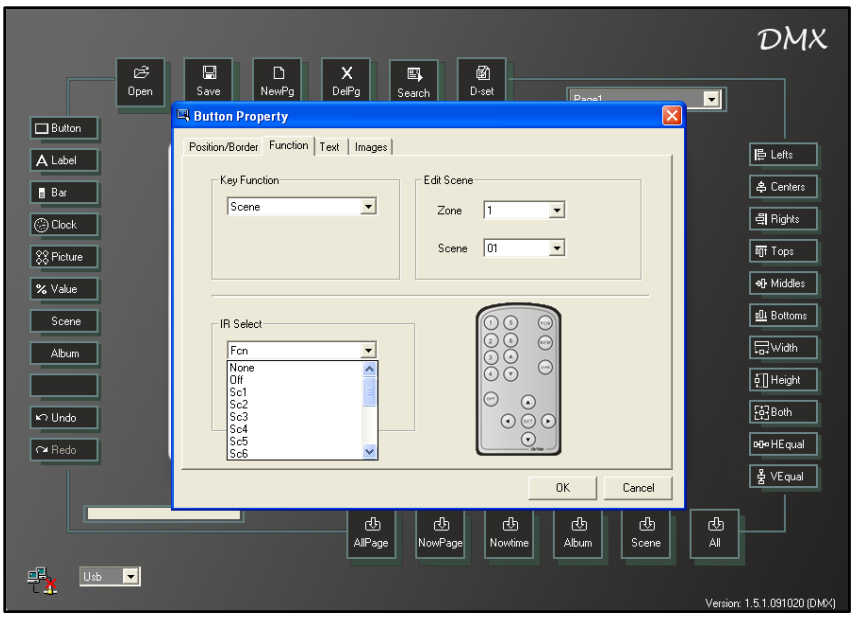
Step-5 Select the key on the IR remote controller corresponding to this button. For example, set this button to the FCN key on the IR remote controller



When the FCN key is pressed on the remote controller, the device will recall scene 01 of zone 1.

Step-6 Press OK to save the setting

Note: *The keys on the IR remote controller can be set to recall any function of a button.*

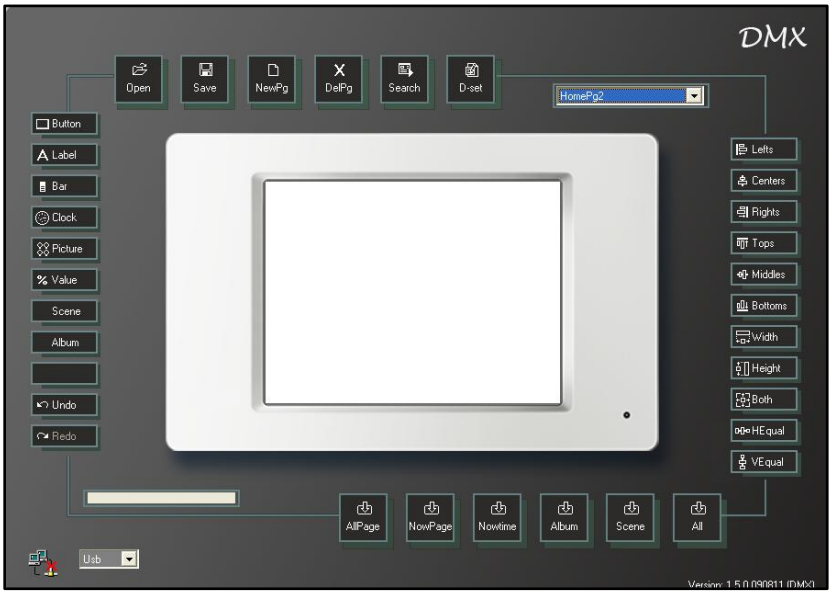


IR Select – all of these options are available for the IR remote controller; None, Off, Sc1, Sc2, Sc3, Sc4, Sc5, Sc6, Increase, Decrease, Fcn, Mem, Zone, Up, Down, Left, Right and Set.

4.7. Page Setting

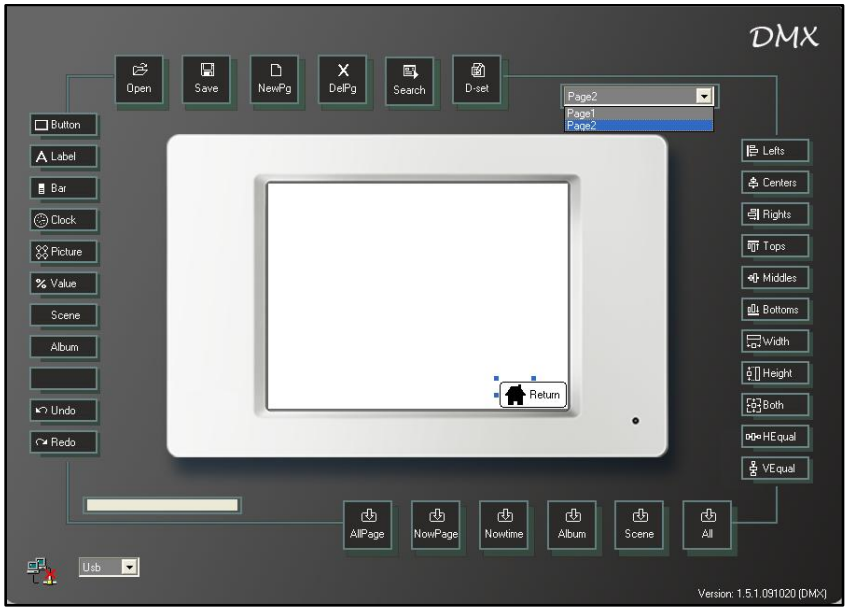
Page (User Page) Setting

Step-1 Open the software

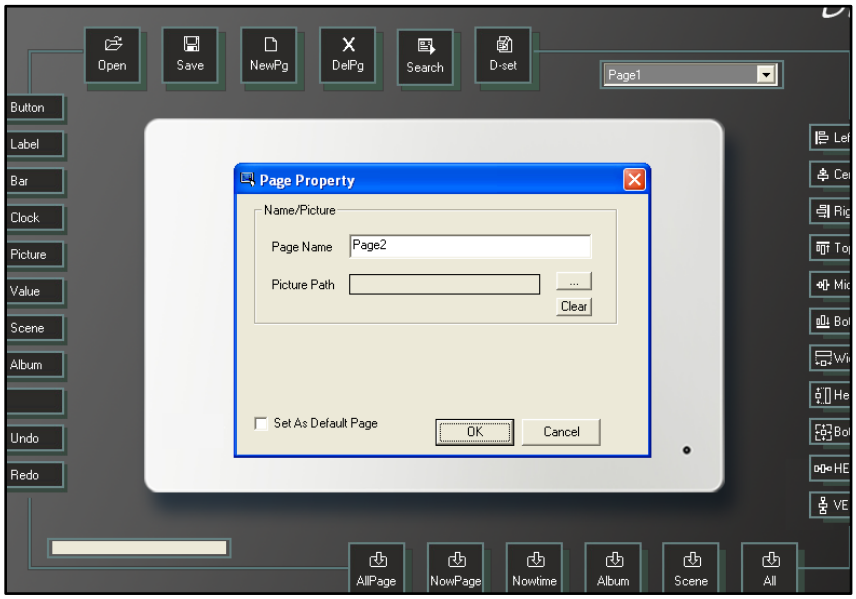


Step-2 From file menu – select new project

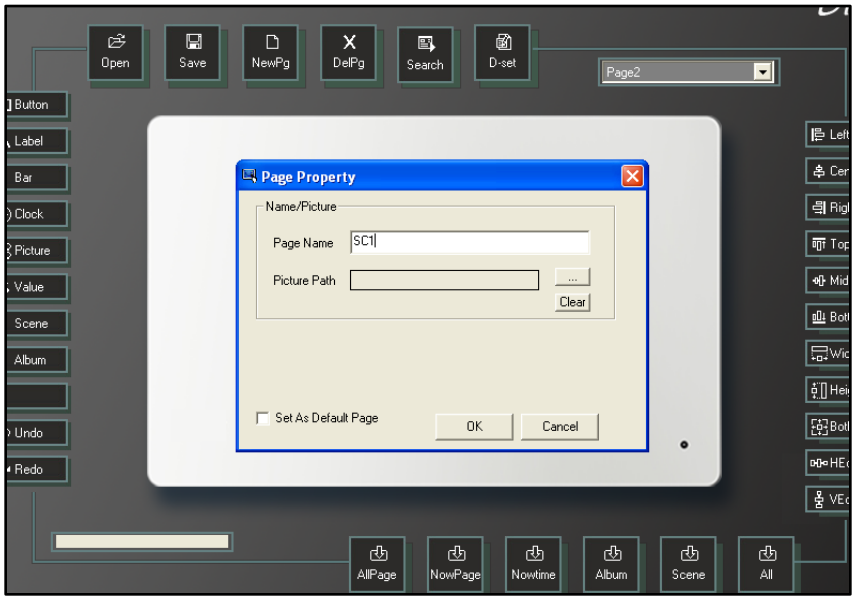
Step-3 Press NewPg to add more pages



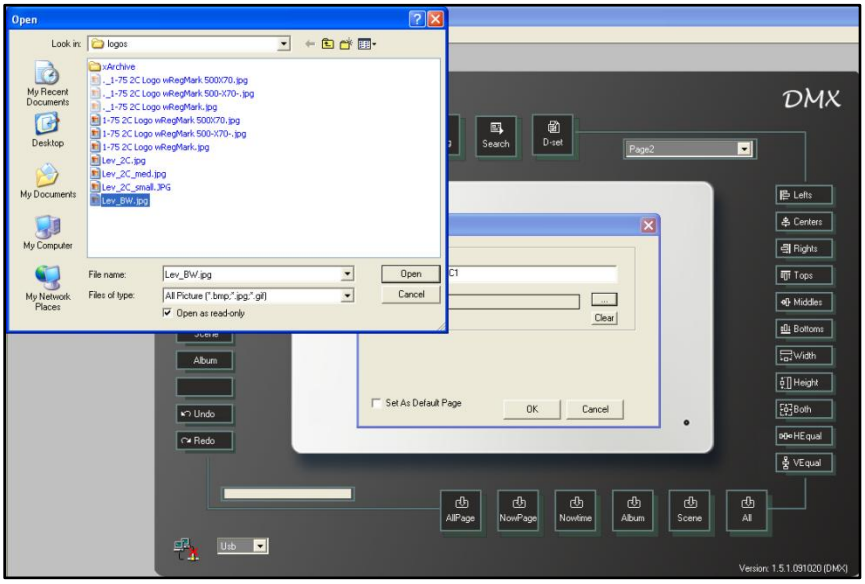
Step-4 From the drop down list select Page2, and then double click the display area



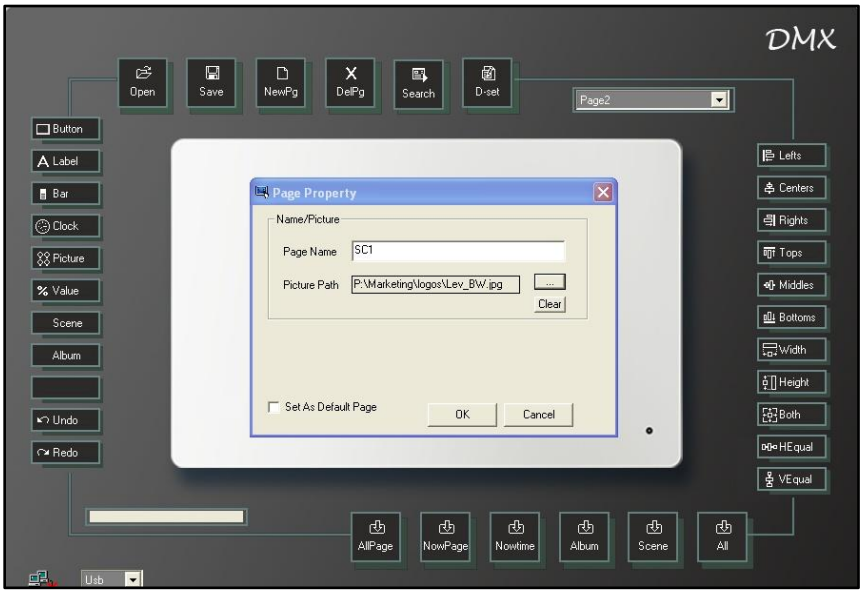
Step-5 Click the page name box and change "Page2" to "SC1"



Step-6 Press the … button to get your picture path



Step-7 Double click the picture file you want to upload



Press Clear to cancel the picture selection

Step-8 Press OK to save the setting.

4.8. Built-in Function (Special Page) Setting

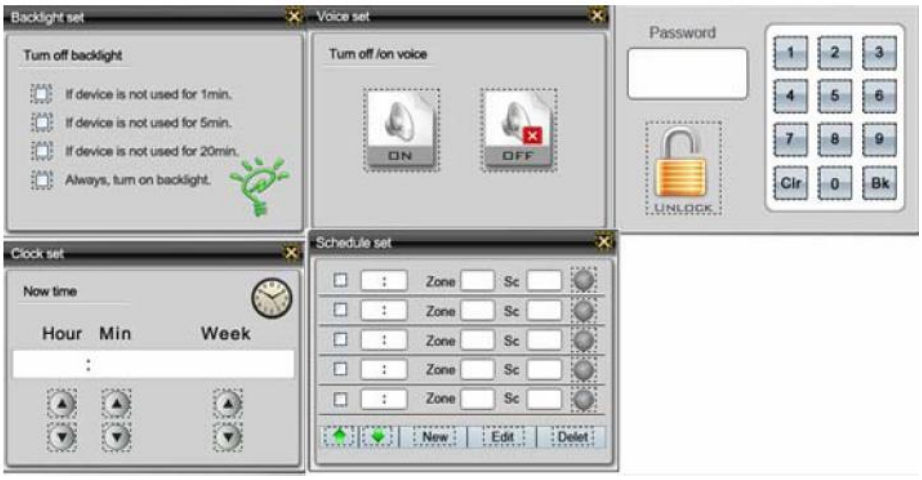
Note: *User page, the notion of user page is the same as the page's (please refer to the explanation under 4.4 Component (Button, Label, Bar, Picture, Clock and Value Setting)*

Special page: the built-in function pages can be set on the button property dialogue box. The special page can be linked by the button component.

Built-in functions include backlight set, voice set, clock set, schedule set/preview and password protection.

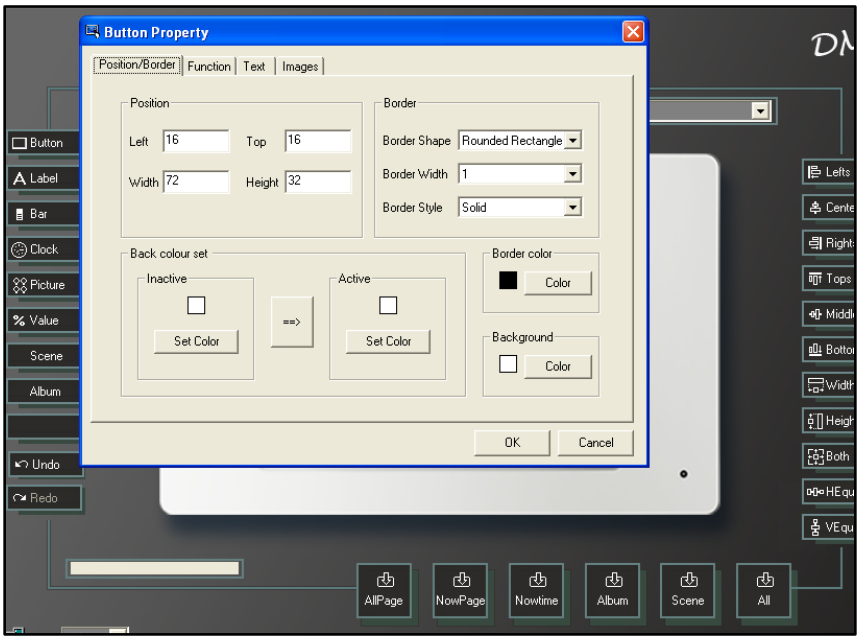
The built-in function pages available are shown below

Leviton Touch Screen

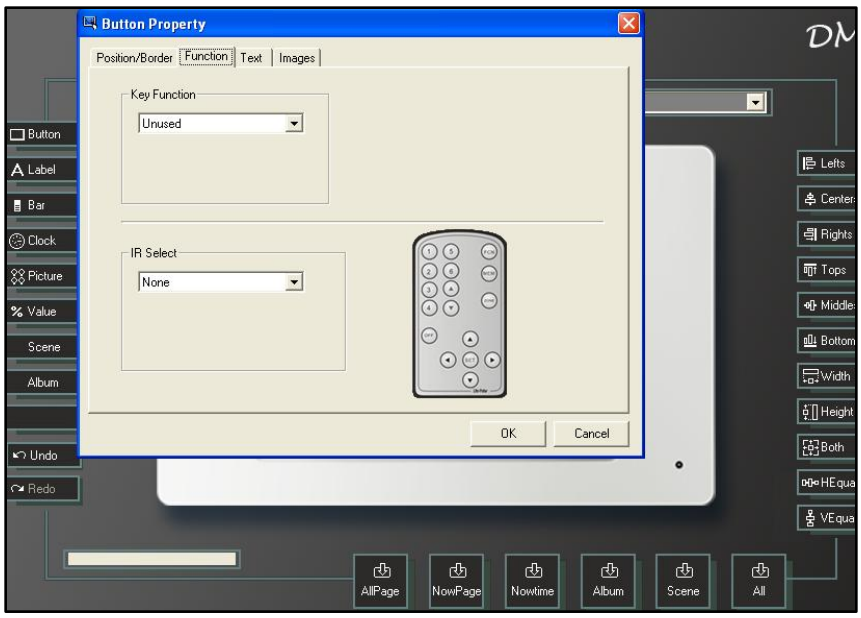


Backlight Setting

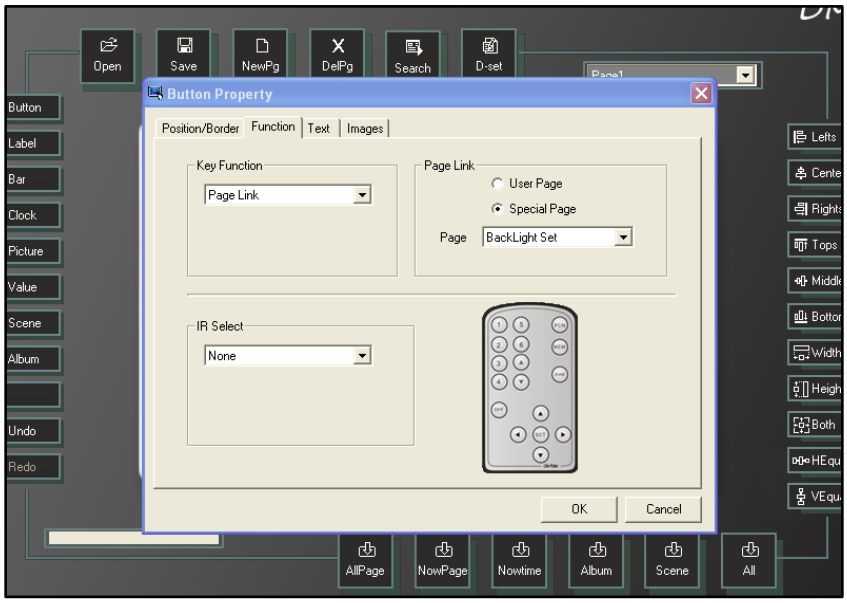
Step-1 Open the software
Step-2 From the file menu – new project
Step-3 Press the button key on the interface or use the component menu to add a button
Step-4 Double click the button to access the button property dialogue box



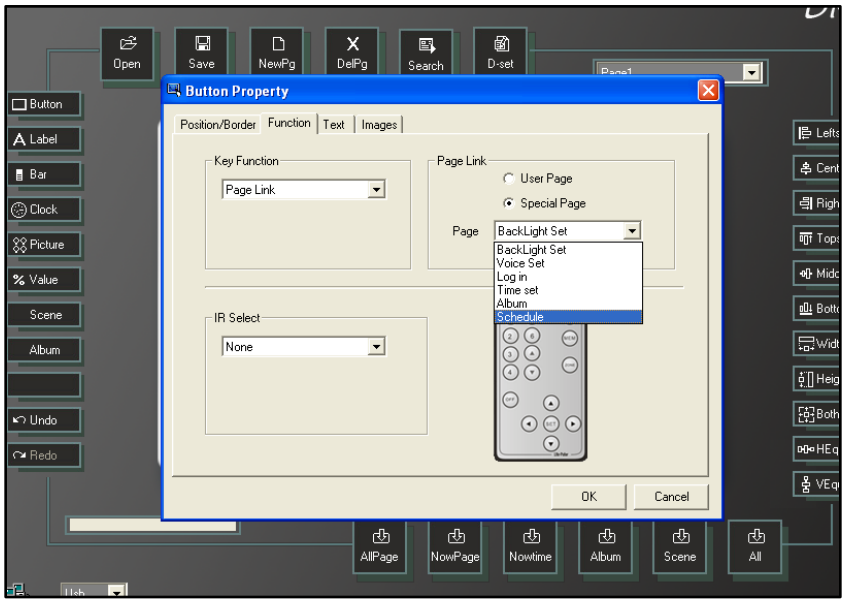
Step-5 Select the function tab in the property dialogue box.



Step-6 Select the page link from the key function list, under page link select Special Page and select backlight set from the page drop down list.



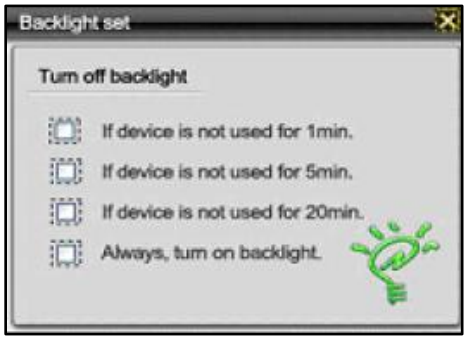
The setting of text, images, position/border property, please refer to 4.4.1.2 Button Property. The button can be linked to the following built in function pages.



Special Page options:
Backlight set page
Voice set page
Password protection page
Clock set page
Digital Photo frame page
Schedule set page

Step-7 Press OK to save the setting

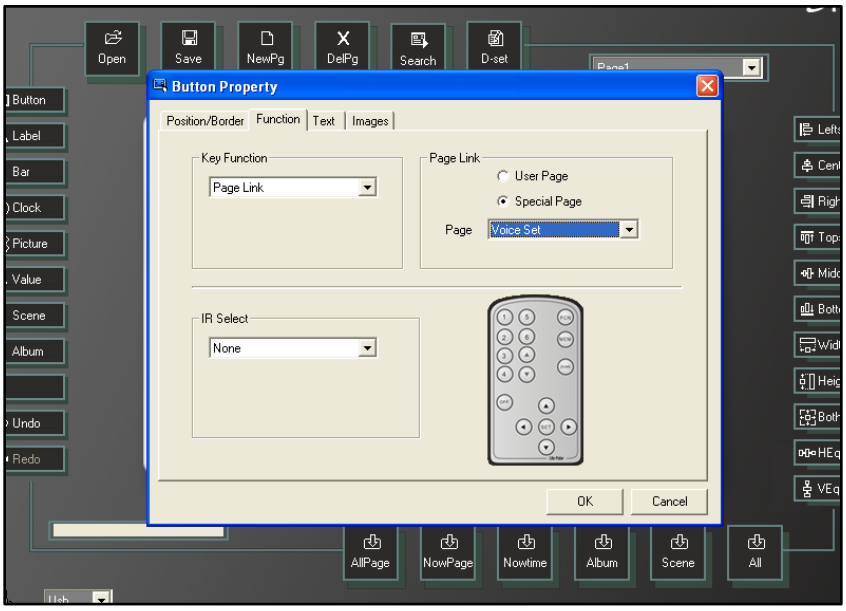
After downloading the setting to the device, the backlight set page will show by pressing the button.


Backlight set
Turn off backlight
If device is not used for 1min.
If device is not used for 5min.
If device is not used for 20min.
Always, turn on backlight.

Voice Set

Step-8 Add one more button on the same page (new page), then double click the button to access the property dialogue box

Step-9 On the function property, select the page link from the key function list, under page link select special page and select voice set from the page list



Step-10 Press OK to save the setting

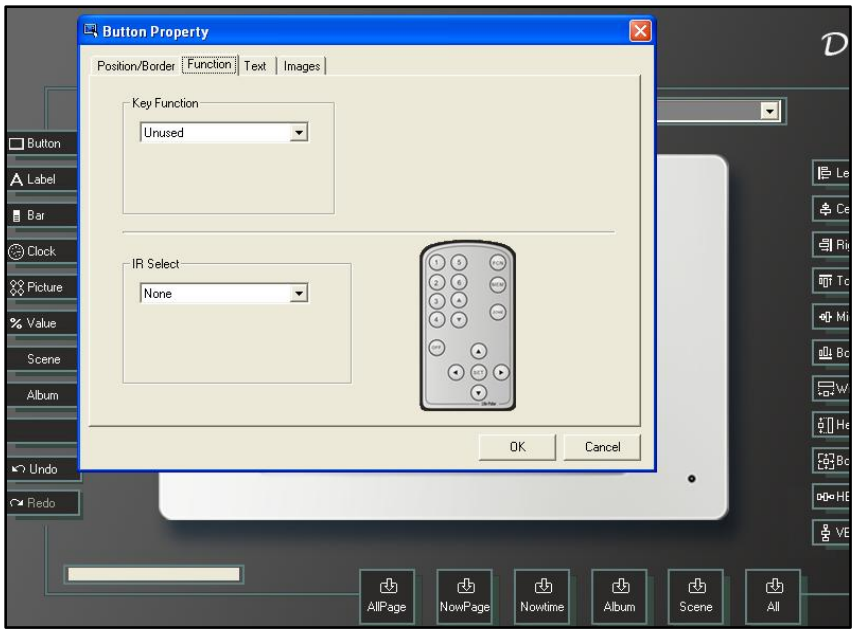
After downloading the setting to the device, the voice set page will show by pressing the button.

Note: *For setting of clock set page, password protection page and schedule set page, please reference the steps for backlight set and voice set above.*

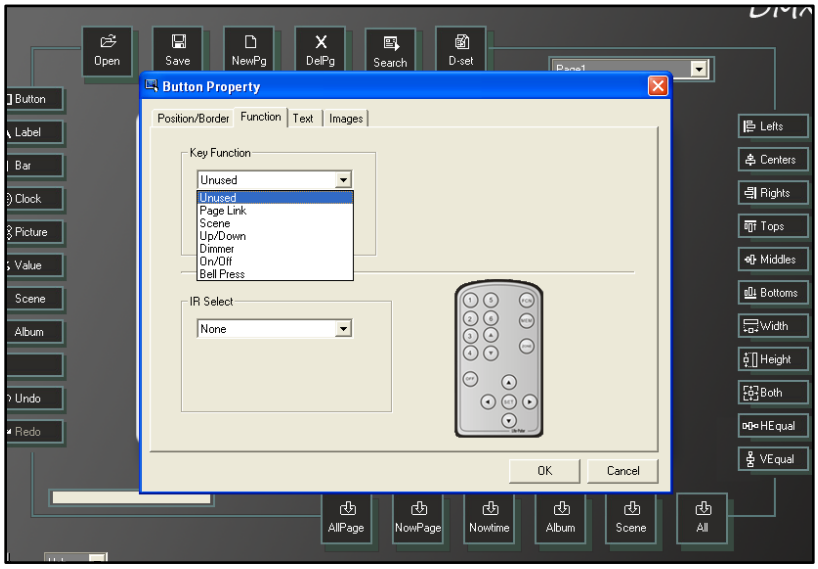
4.9. Button's Advanced Setting

Button's advanced setting is the detailed description of the 4.4.1.2 Button Property.

Double click the button and select the function tab from the property dialogue box.



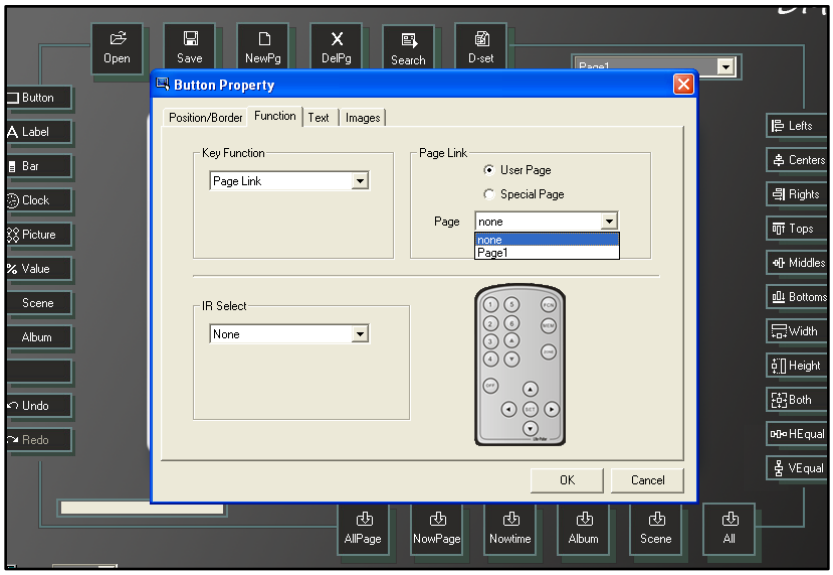
Function list as below



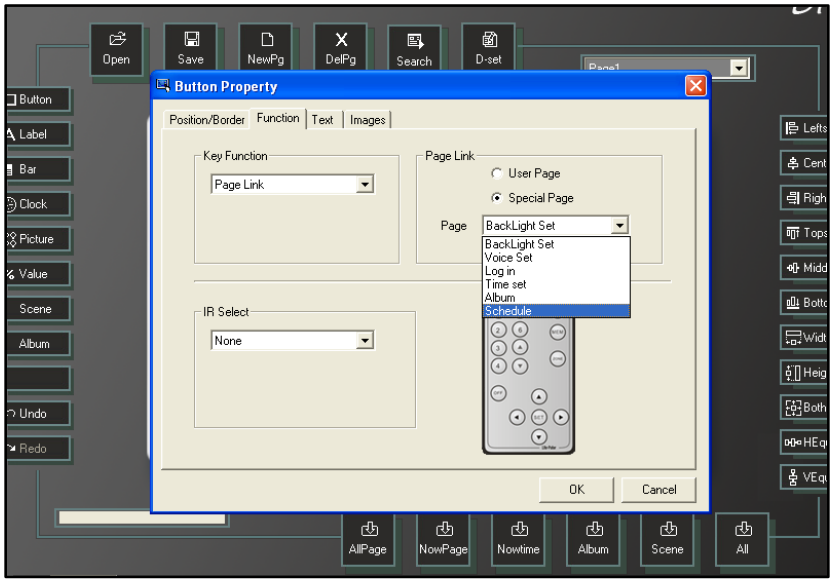
Unused	Set as unused button
Page Link	Set as a page link button
Scene	Set as a scene recall button
Up/Down	Set as up/down dimmer button
Dimmer	Set as a dimmer button
On/Off	Set as a on/off button
Bell Press	Set as a bell press button

Similar to user page and special page in 4.7 Built-in Function (Special Page) Setting user can select the pages that link to the buttons.

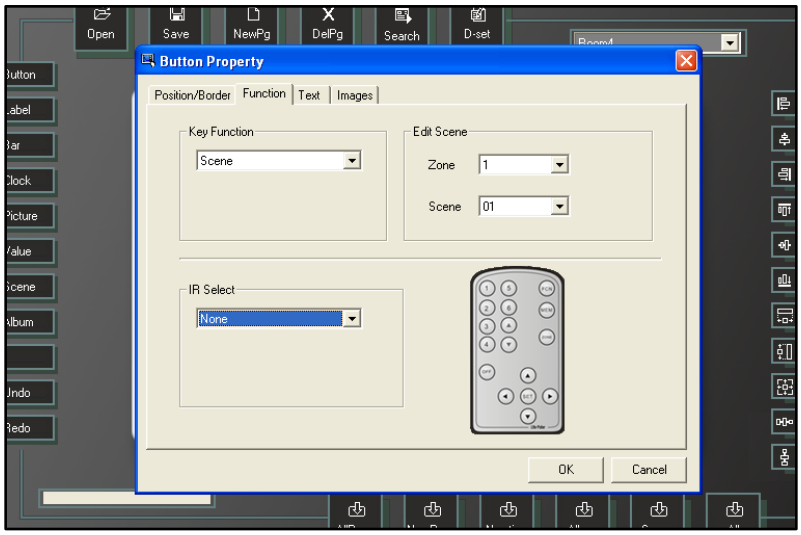
By selecting key function as page link and selecting user page, the user can select the pages from the list in the page drop down.



By selecting key function as page link and selecting special page, user can select the built-in function pages from the list in the page drop down.



By selecting key function as scene the button will recall/turn off the corresponding scene when pressed. Select scene from key function list.

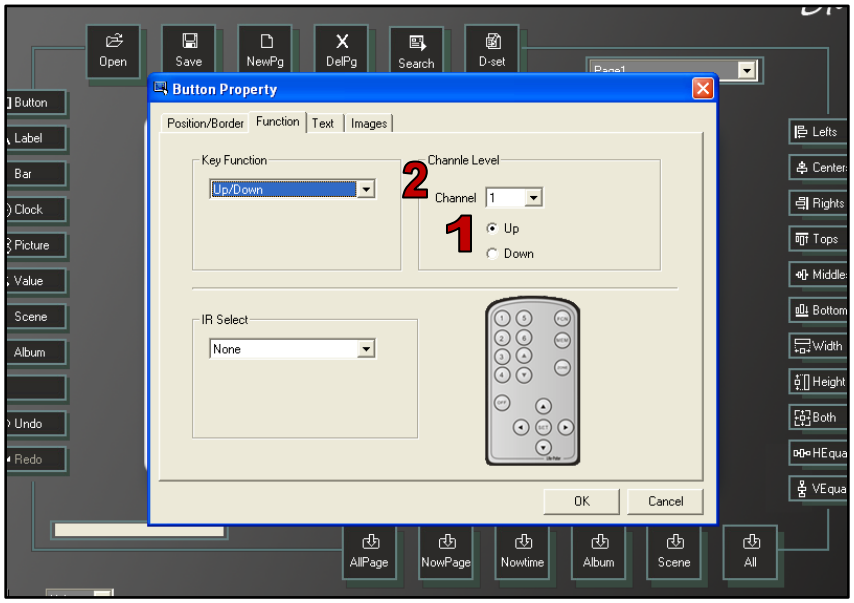


Zone options:	1 – 40
Scene options:	Sc1 – Sc12 and Sc Off

Edit Scene is where the user sets the zone and scene for the button.

By selecting key function as up/down the button will increase/decrease the corresponding channel's dimming value by pressing the button.

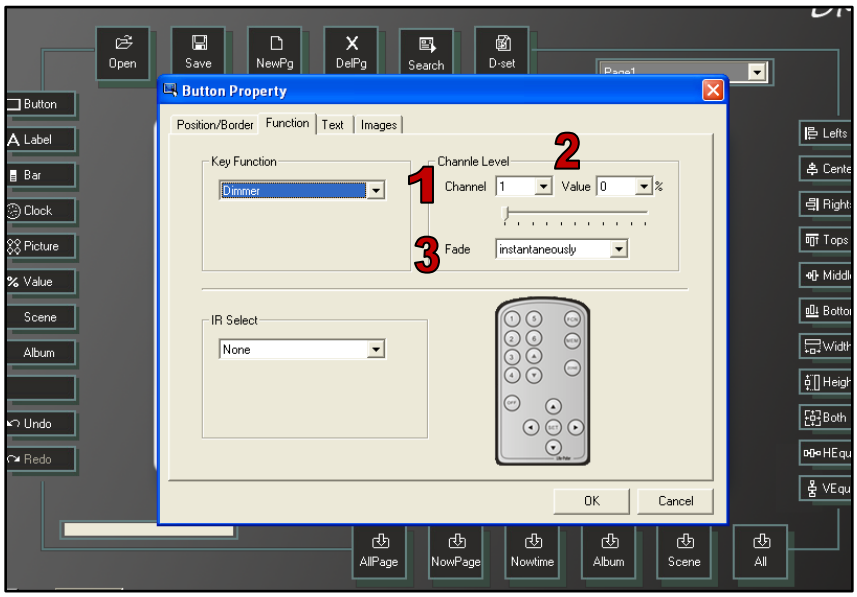
Select up/down from key function list, it will display as below



1	Use up or down to set the button to increase/decrease the channel's dimming value
2	Use channel to select any channel from 1-512

By selecting key function as dimmer the channel will be turned on at the preset dimming value when the button is pressed; by releasing the button, the channel will be turned off.

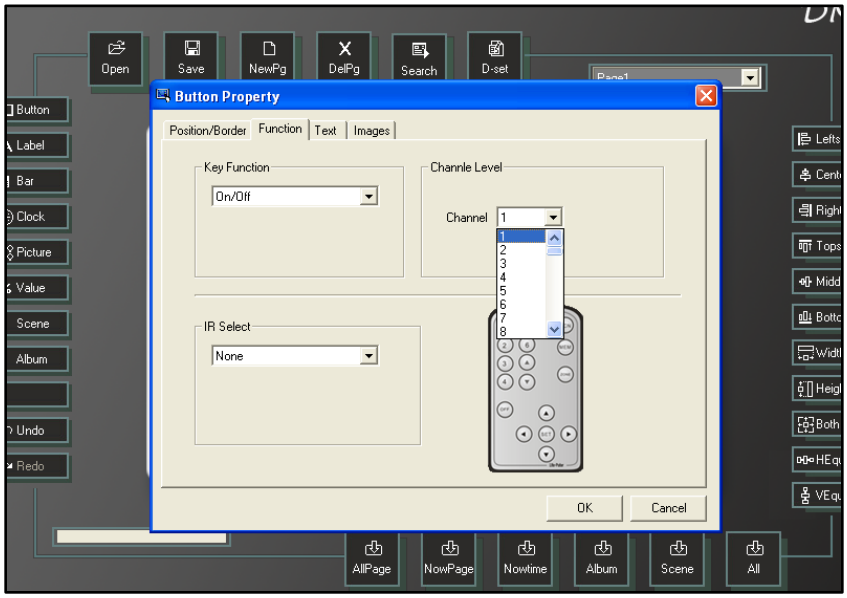
Select dimmer from key function list



Set the zone, channel and dimming value on channel level area.

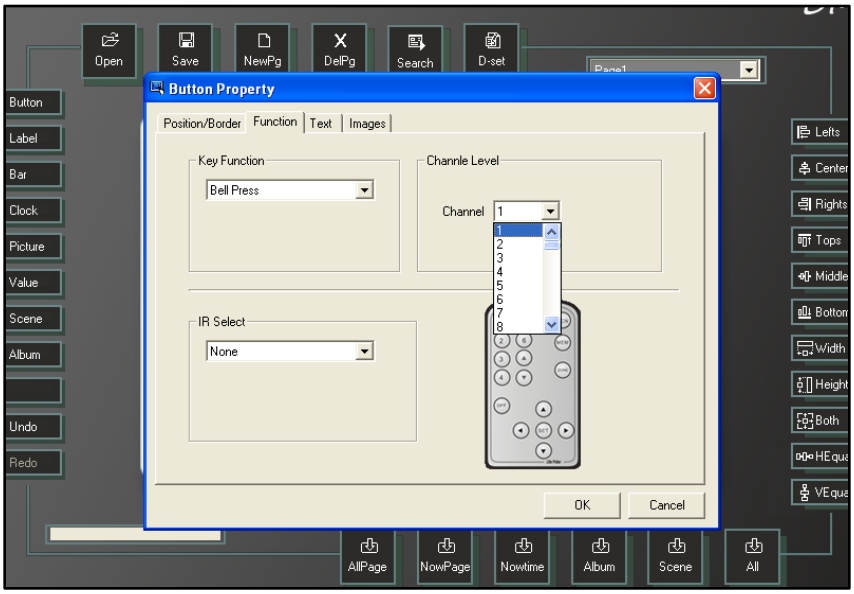
1	Channel	Select channel 1-512
2	Value	Dimming percentage
3	Fade	The fade time for the dimming percentage to be executed in

By selecting key function as on/off the button is set as a on/off button; press it once, the corresponding channel will be turned on; press it again, the corresponding channel will be turned off. For example, select the on/off function from the list.



Select the channel no. from the channel level column, and the press ok to save the setting.

By selecting key function as Bell Press the button will have the same function as an on/off button.



4.10. Scene Setting

Note: *Scene settings are edited on the device directly, while page settings are edited by the software. (Please refer to 4.1 Connection between Device and Programmable Software for downloading instructions)*

The following pages are examples of user pages.

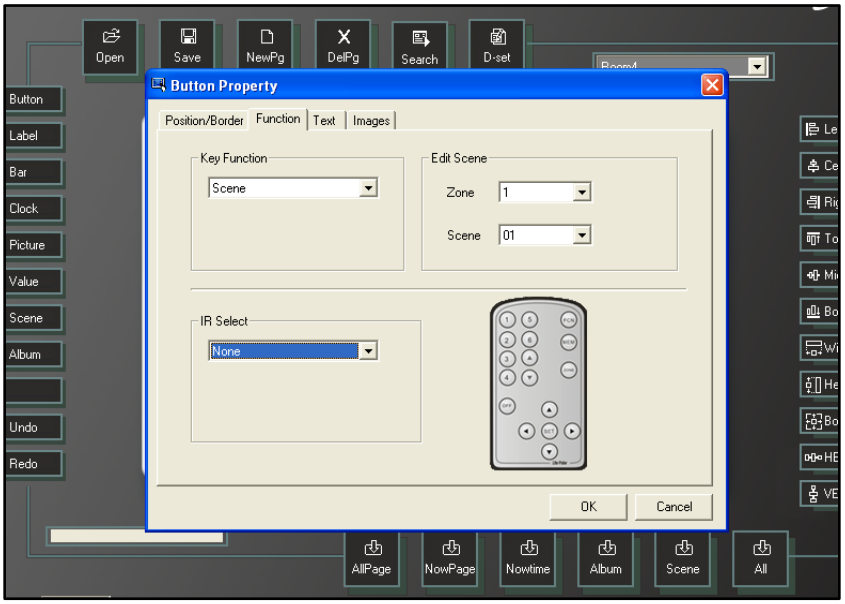
4.10.1. Scene Editing

Step-1 Open the software

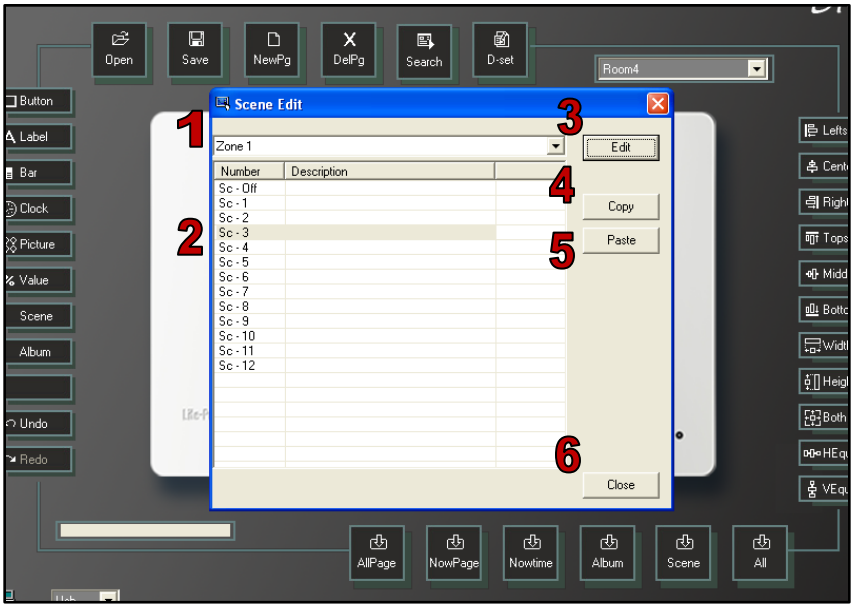
Step-2 Create a new page and add 6 scene buttons (name as Scene 1-5, Scene off)

Step-3 Double click the button scene 1 and select the function tab in the property dialogue box.

Set key function as scene, zone as 1 and scene as 01

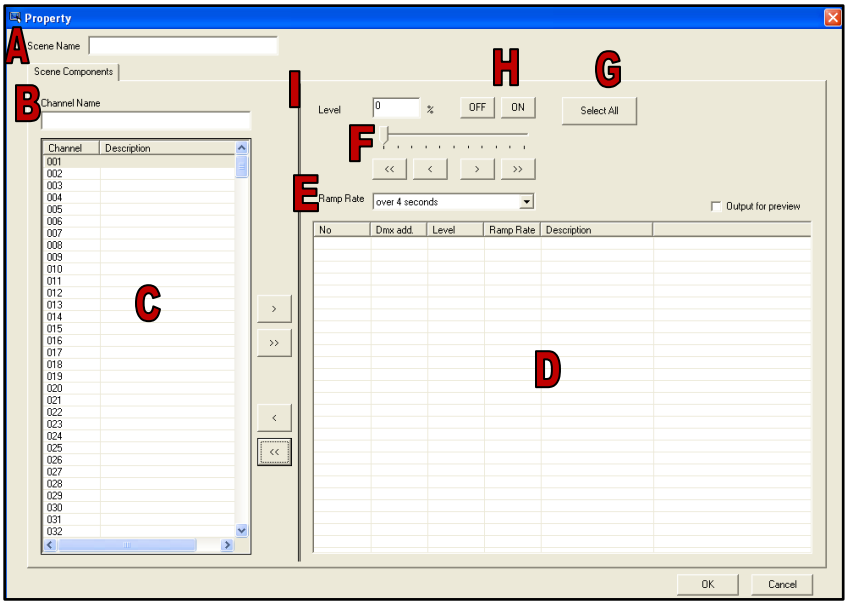


Step-4 Then press the Scene button on the interface



1	The zone no. the scene belongs to. There are 40 selectable zones. (Zone 1 – Zone 40)
2	Scene no. selection (SC1 – SC12, SC off)
3	Scene editing
4	Scene copy
5	Scene paste
6	Close the scene edit dialogue box

Step-5 After zone and scene no. selection press edit



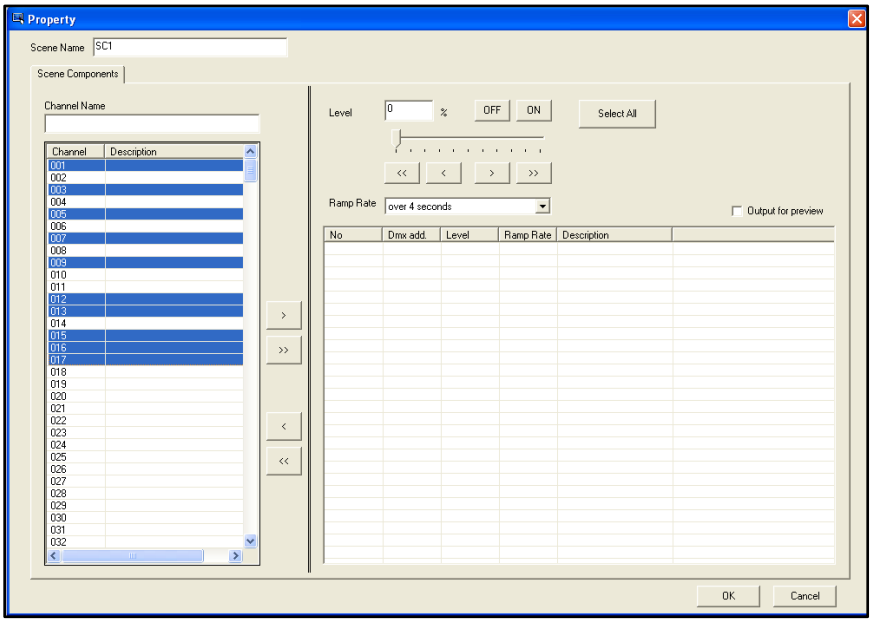
A	Scene name editing

B	Channel name editing
C	512 channel's name editing area
D	Channels in scene editing area
E	Scene fade time
F	Channel's dimming value selection (from 0%-100%)
G	Select all the channels in area D
H	Shift channels dimming value from 0% and 100%
I	Directly type in the channel's dimming value

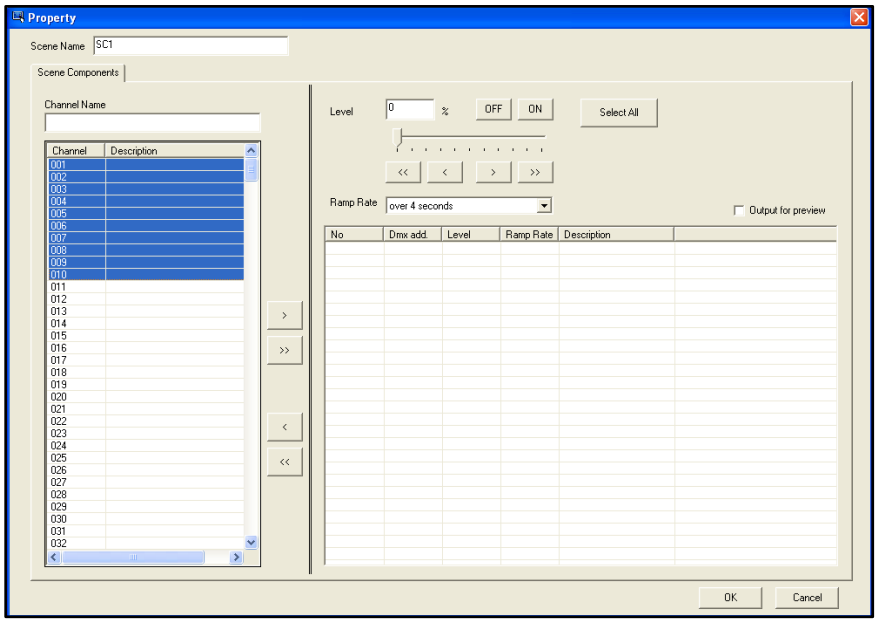
Step-6 Name the scene as SC1 and select channel 1-10 in to this scene

There are 2 methods to select any channel from the 512 channels.

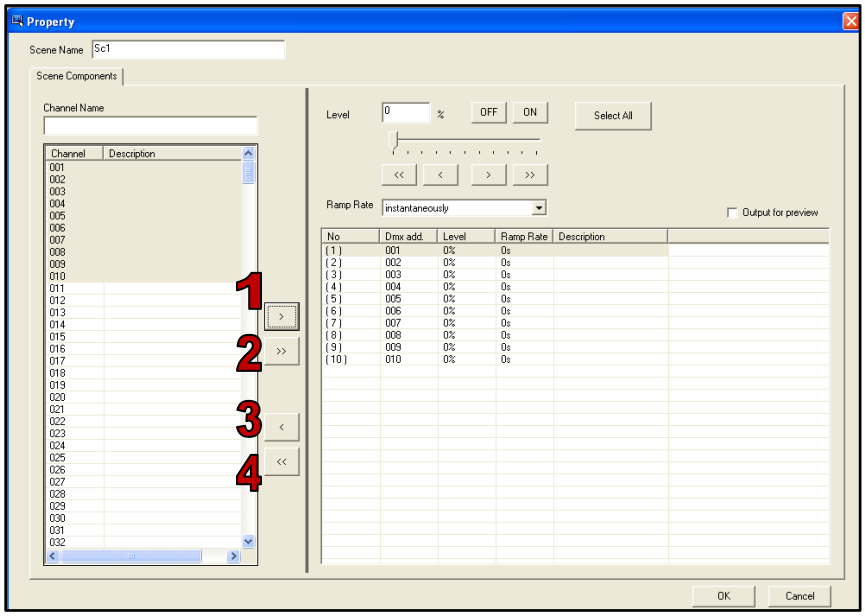
Method 1: Press ctrl and click any channel from the 512 channels, for example, select the following channels: channel 1, channel 3, channel 5, channel 7, channel 9, channel 12, channel 13, channel 15, channel 16, and channel 17.



Method 2: Press shift click any continuous channels from the 512 channels. For example select channel 1 - 10

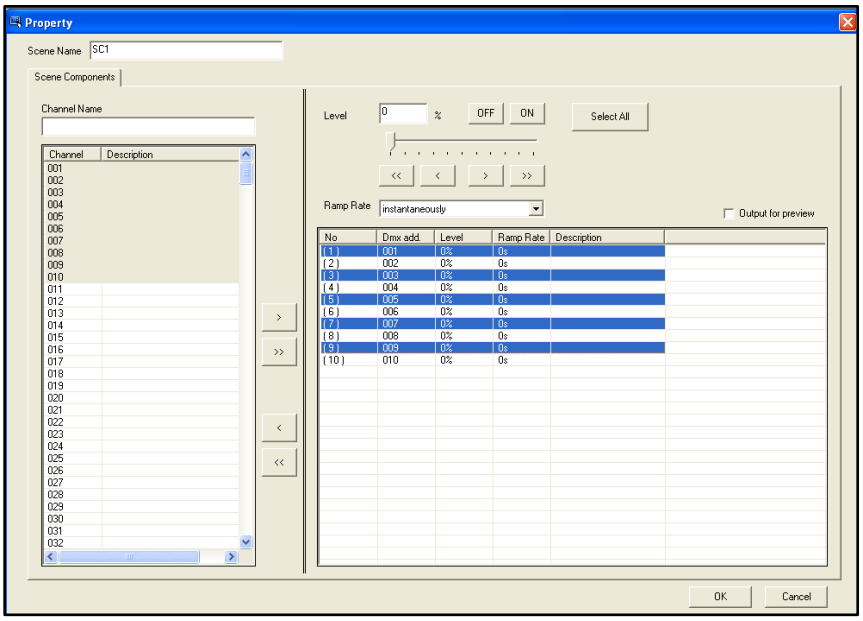


Step-7 Press **>** to load the selected channels 1-10 into the editing area

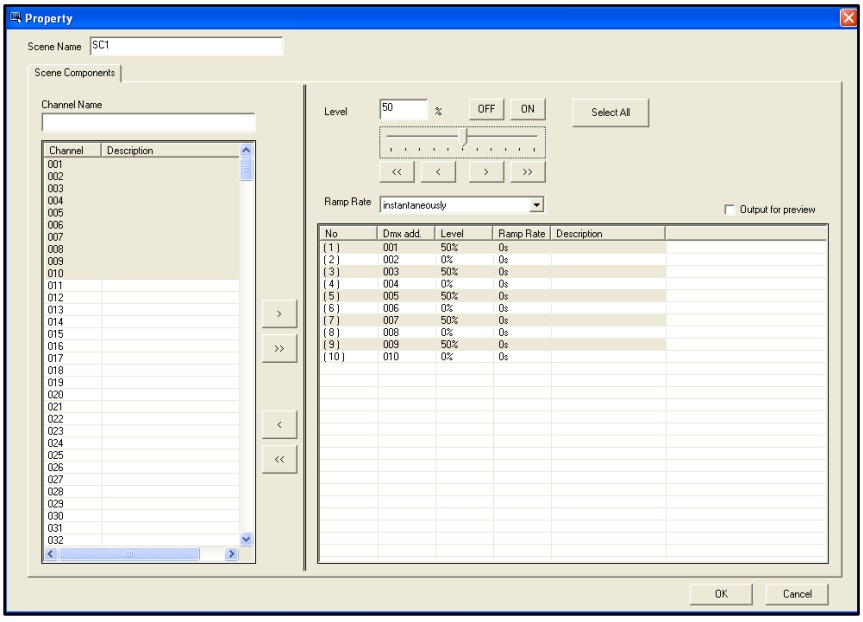


1	>	Load selected channels to the editing area
2	>>	Load all 512 channels to the editing area
3	<	Remove the selected channels from the editing area
4	<<	Remove all channels from the editing area

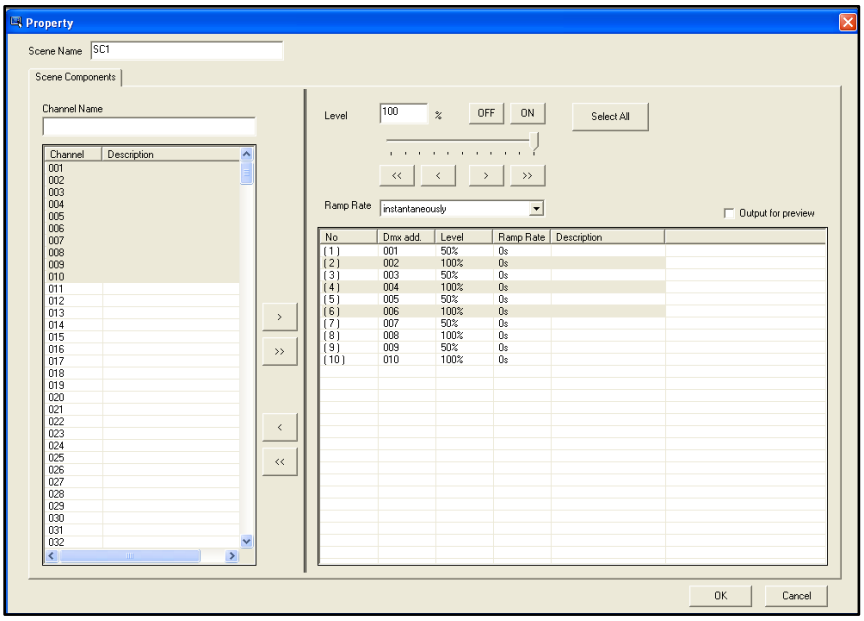
Step-8 Press ctrl and click the channel 1, channel 3, channel 5, channel 7, channel 9, in the editing area



Step-9 Press level icons to adjust; channel 1, channel 3, channel 5, channel 7 and channel 9's dimming value to 50%.



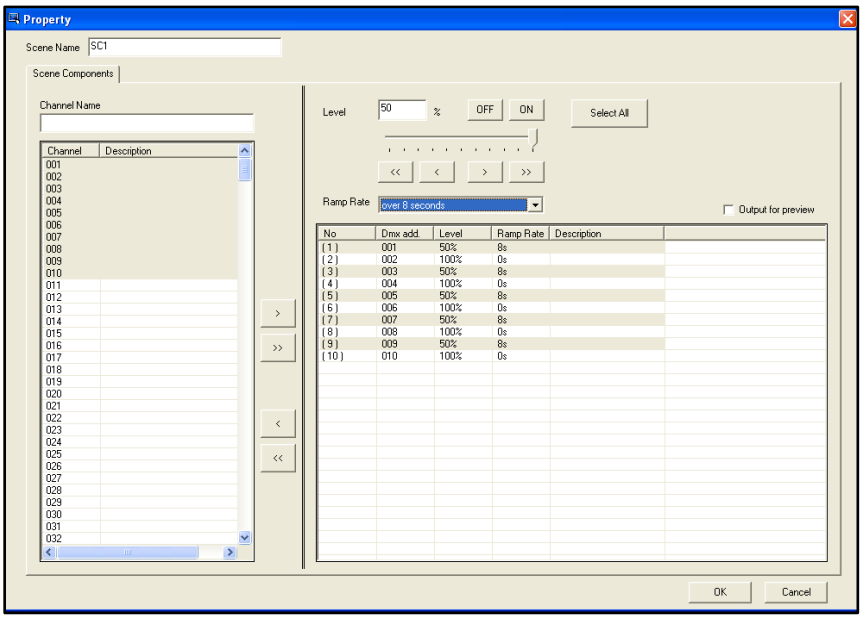
Step-10 Press level icons to adjust; channel 2, channel 4, channel 6, channel 8 and channel 10's dimming value to 50%.



Step-11 Set the channels in SC1's fade time using the ramp rate drop-down list

For example, set channel 1, channel 3, channel 5, channel 7 and channel 9's fade time as 8 seconds

Press ctrl and click channel 1, channel 3, channel 5, channel 7, and channel 9 in the editing area. Then press the ramp rate drop-down list and select over 8 seconds.

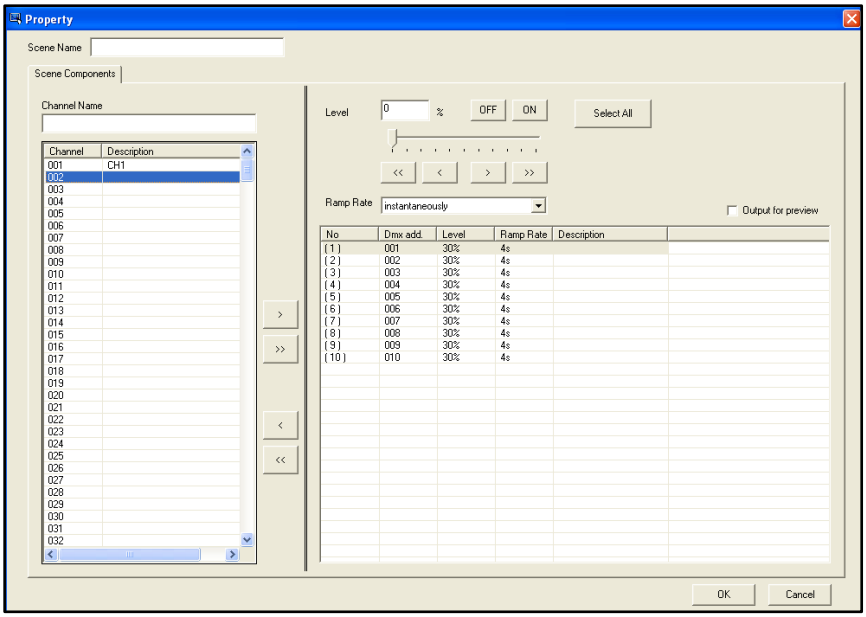


Step-12 After setting press ok to save

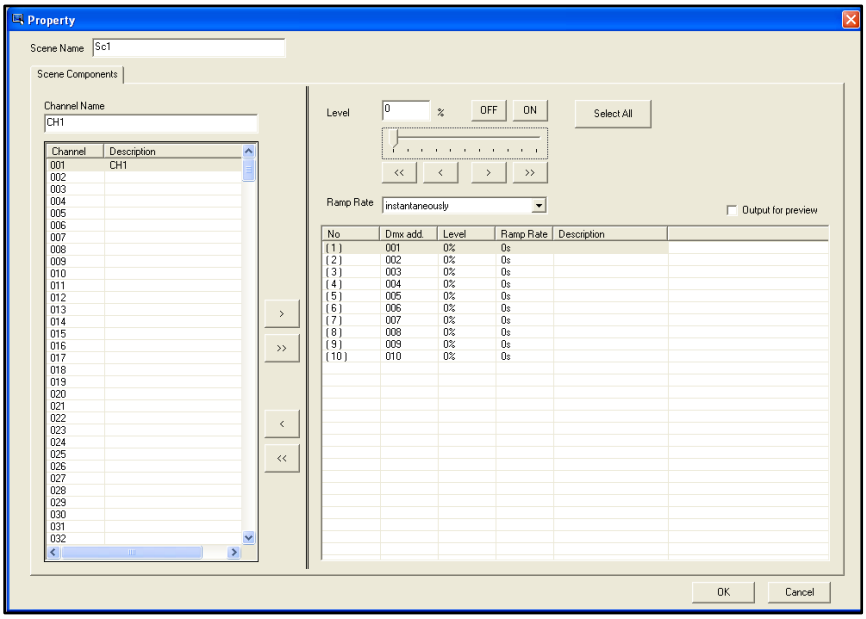
The setting of remaining scenes is the same.

Editing the name of a channel

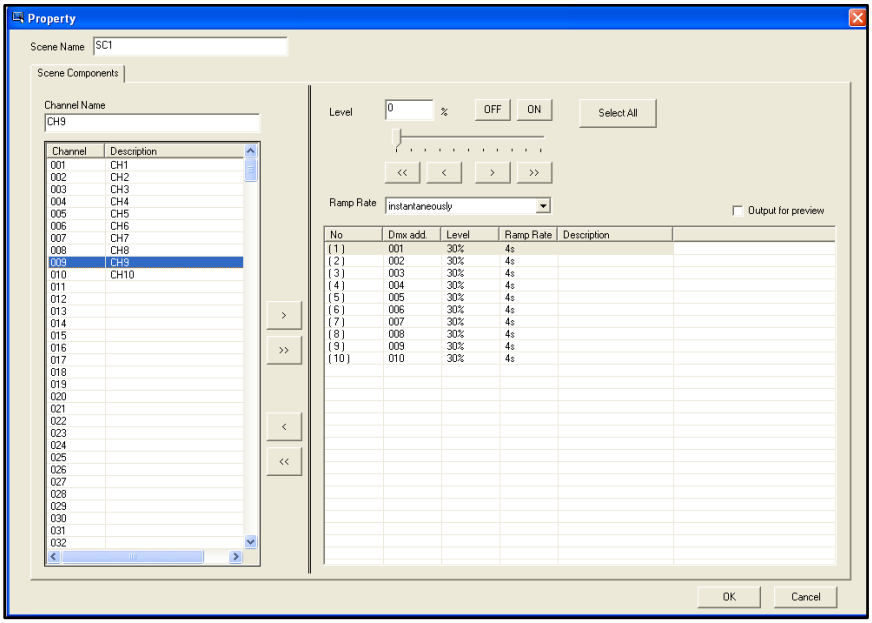
Step-13 Select any channel from the 512 channel's name editing area, it will display as below



Step-14 Type CH1 into channel name column and it will display as show below



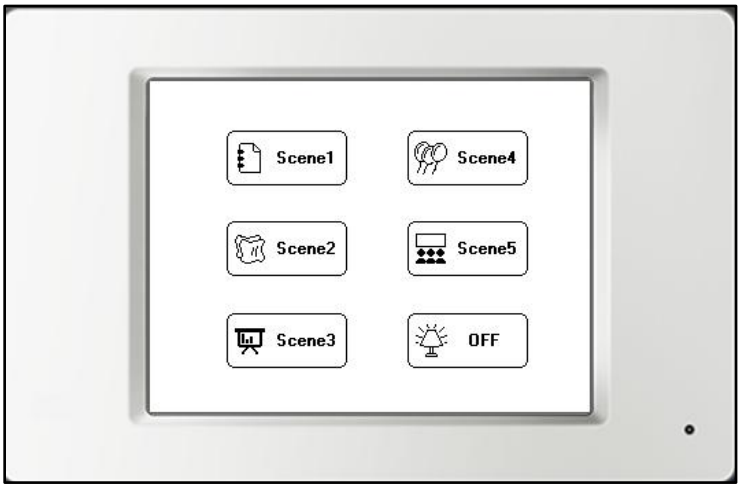
Step-15 Name channel 1 to 10 as CH1 and CH10 separately and it will display as below



Step-16 After setting, press ok to save

4.10.2. Scene Recall

Step-1 Download edited pages to the device and press Scene 1-5 and off on the touch screen to recall the scenes



4.11. Schedule Setting

The schedule setting is for recalling the scenes at a set time.

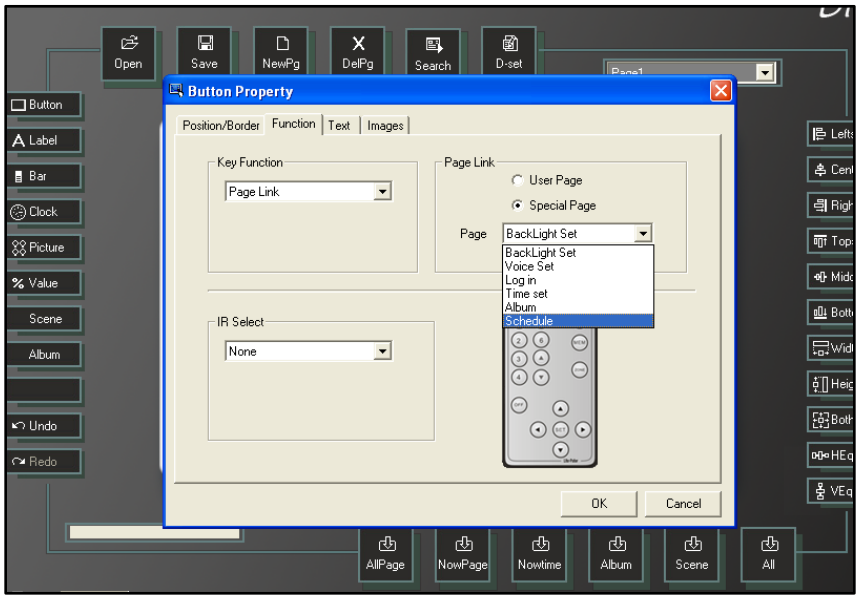
Step-1 Open the software

Step-2 From the file menu select new project

Step-3 Press the button/picture key on the interface or use the component menu to add a button/picture

Step-4 Double click the button and select the function tab from the property dialogue box

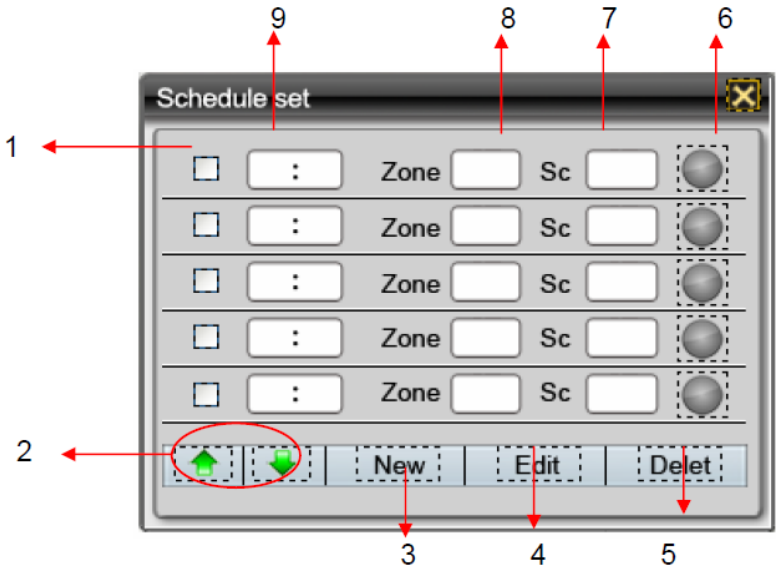
Step-5 Select key function as page link, page link as special page and select schedule on the page drop down list



To set text, image, and position/border properties please refer to 4.4.1.2 Button Property.

For example set the picture as below

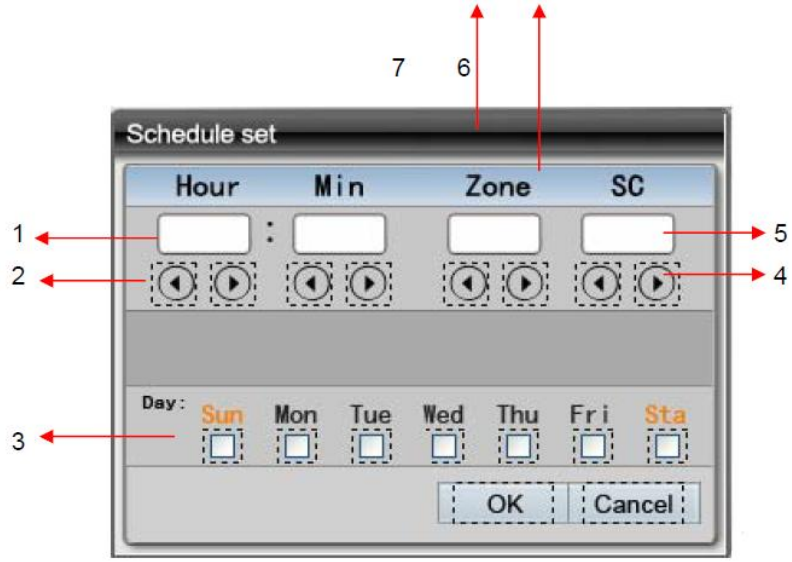
Step-5 Download this page to the device and press the schedule button, it will link to the built-in function page



1	Activate/Deactivate schedule, yes ☑, no ☐
2	Go to last or next schedule set page
3	Add schedule
4	Edit schedule
5	Cancel schedule
6	Select schedule (the schedule can be edited and cancelled only after it has been selected; if the schedule's selected it will display as ●)

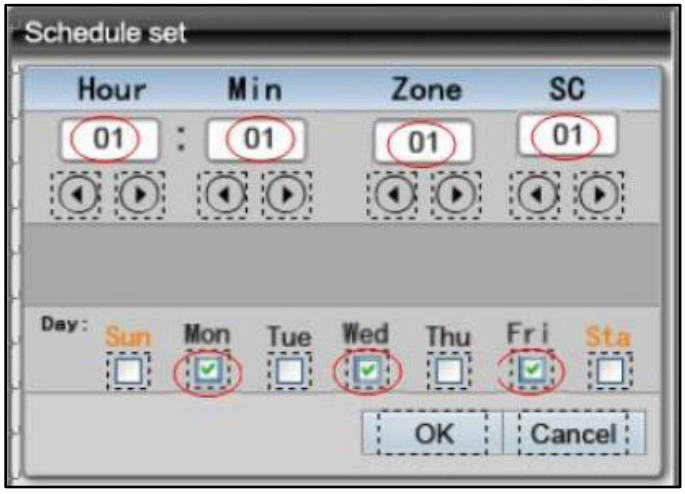
7	The scene to be called on in the schedule
8	The scene's zone to be called on in the schedule
9	The execution time of the schedule: hour and minute

Step-6 Press new

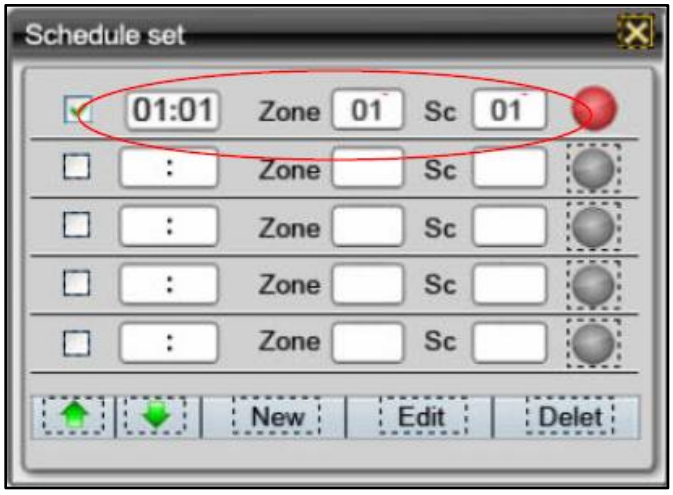


1	The execution time for the schedule: hour and minute
2	The adjustment keys for hour and minute setting of the execution time
3	The execution time for the schedule: day
4	Select the scene executed on the schedule
5	Display the scene no. executed on the schedule
6	Select zone no. of the scene executed on the schedule
7	Display zone no. of the scene executed on the schedule

Step-8 The below schedule is set to recall SC01 of Zone 1 at 1:01am on every Monday, Wednesday and Friday



Step-9 After setting, press ok to save

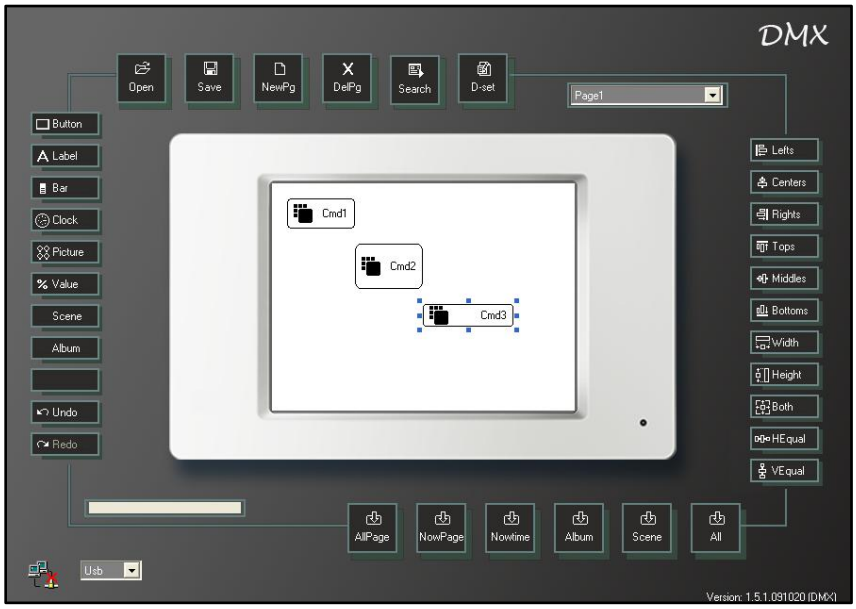


Once the schedule is saved it can be edited and canceled. Means the schedule is activated.

Step-10 Press to exit

4.12. Component Configuration

Open the software and add 3 components, for example 3 different size buttons on the same page.



Left and right alignment:

Hold ctrl and select component cmd1, cmd2 and cmd3 then press lefts or rights to make those components align with left or right or center.

Lefts:

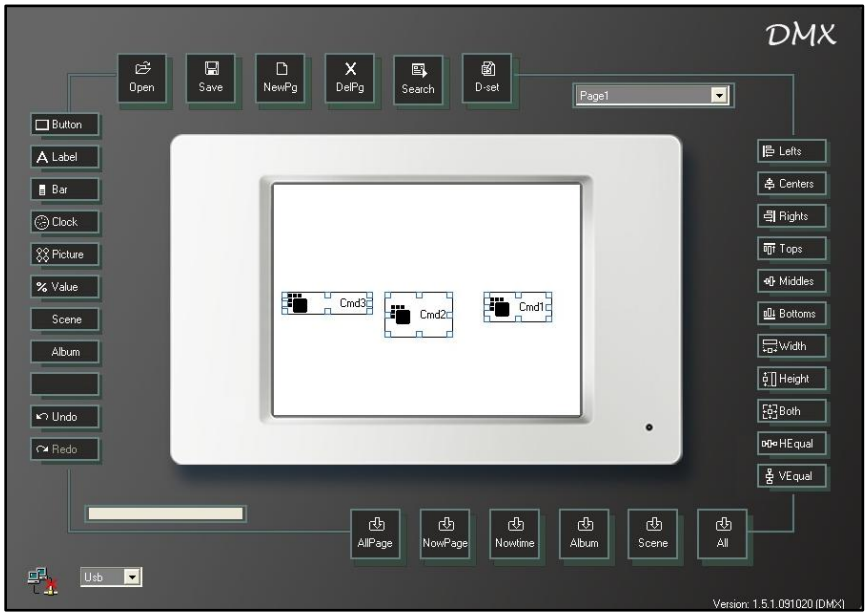
Rights:

Leviton Touch Screen

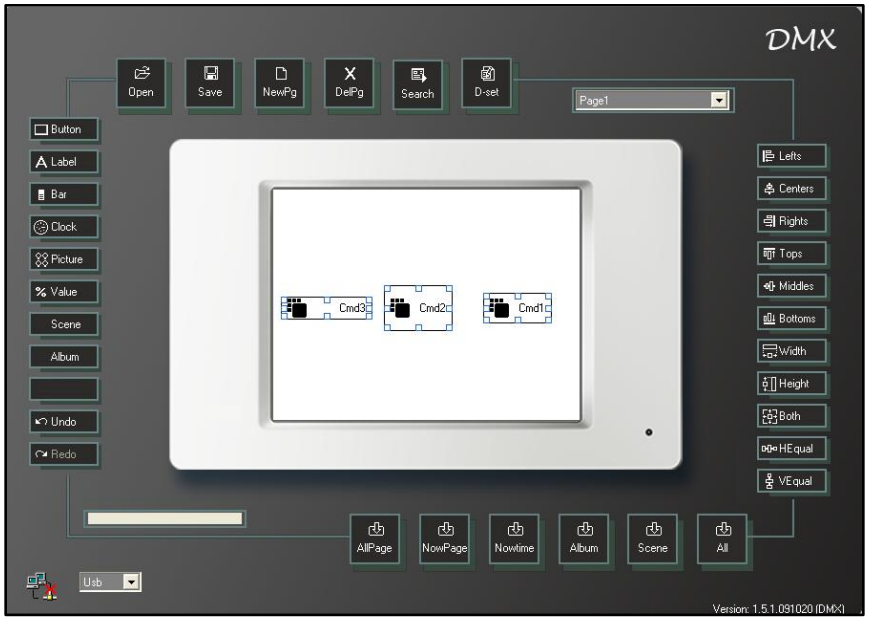
Centers:

Select all and align top, middle or bottom.

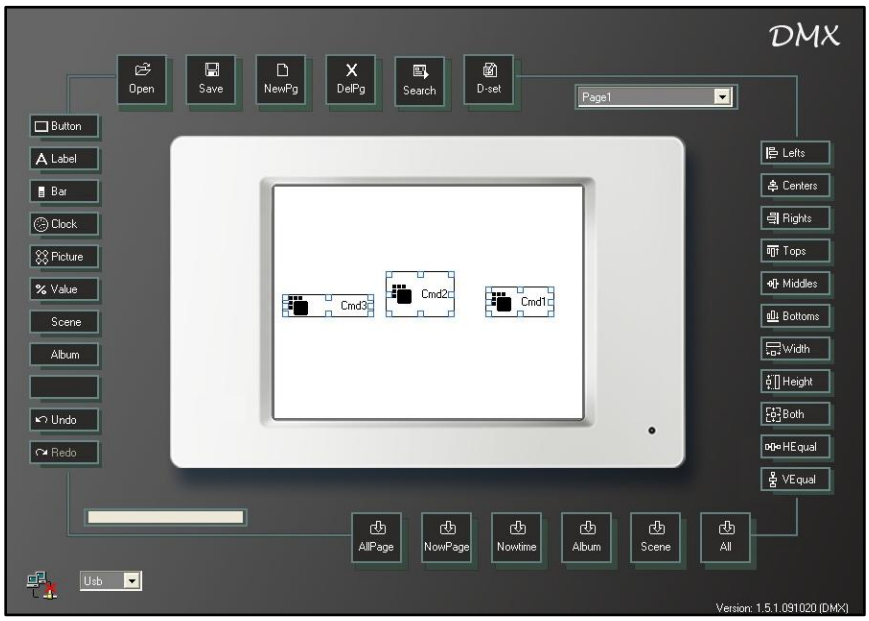
Tops:



Middles:



Bottoms:



Select all and make the components have the same width and height.

Note: *If you want to make several components have the same width and height, you need to select the component you want as the standard last.*

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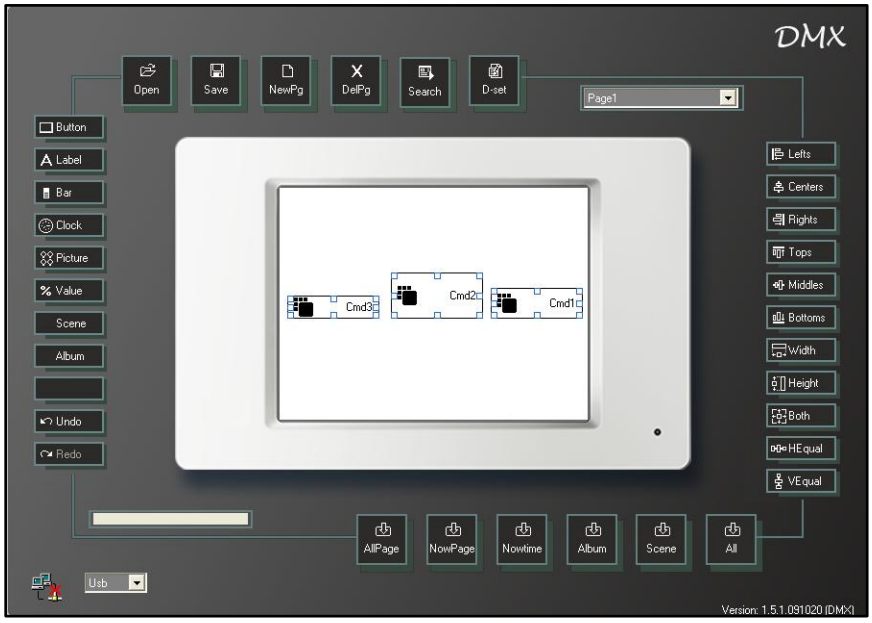
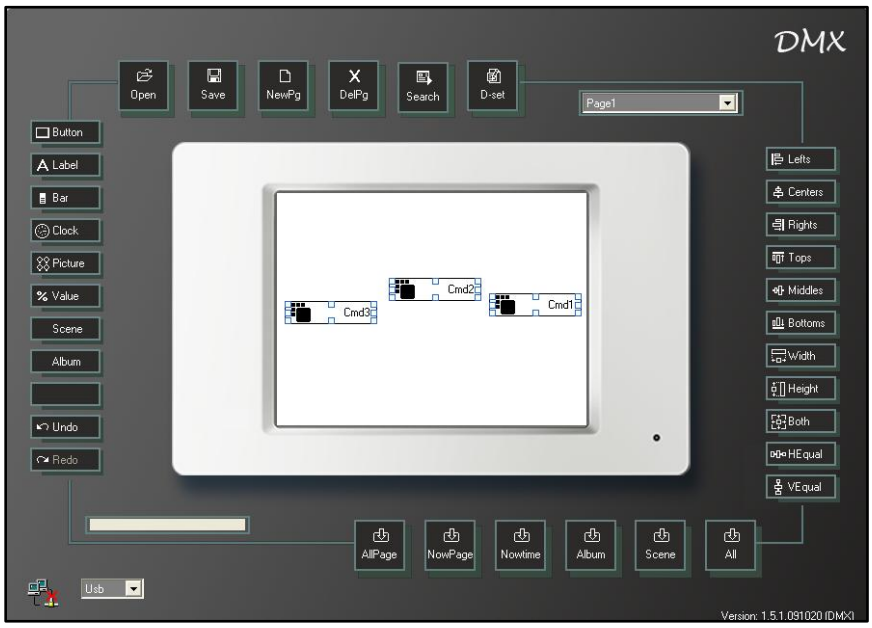
Widths:

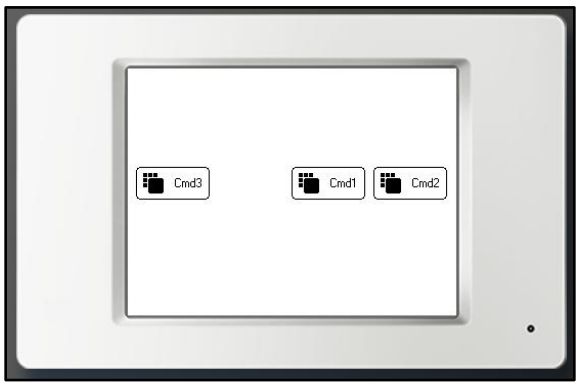


Heights:

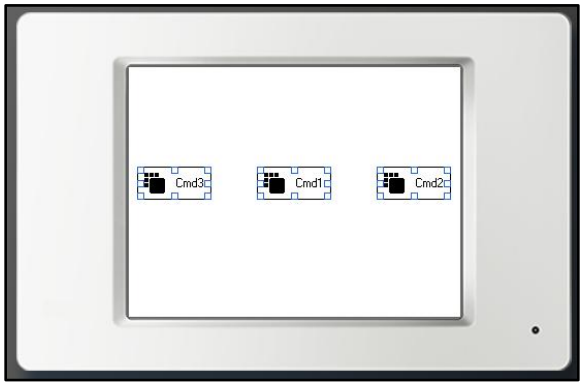


Horizontal Spacing Equal and Vertical Spacing Equal

Horizontal Spacing:

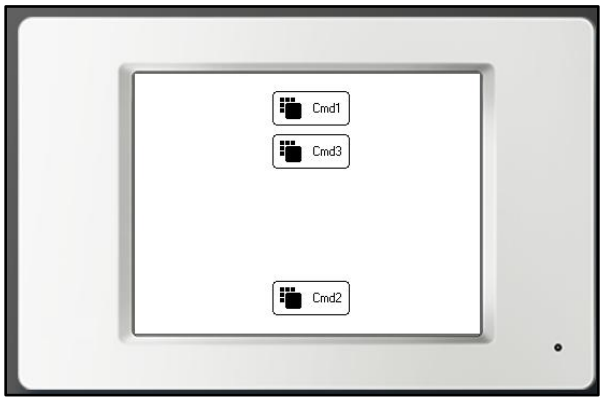


Before

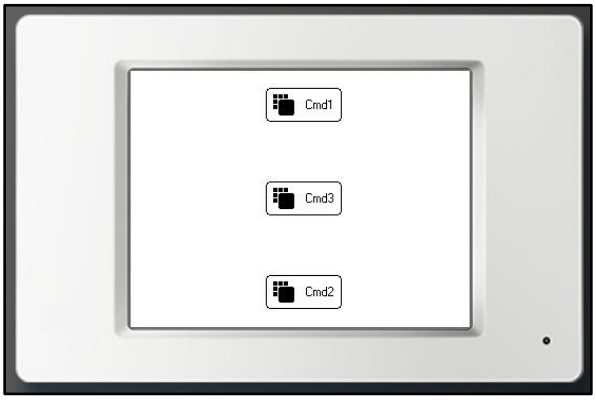


After

Vertical Spacing:



Before



After

4.13. File Download

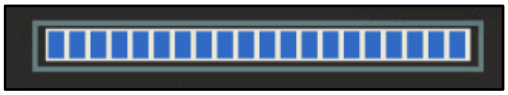
After the programming is completed you must download the file to the device

Choose a button below based on the type of download you want to do:

	Download all Page Data to Device		Download System Time to Device
	Download Current Page Data to Device		Download all Data to Device
	Download Album Photo to Device		Download Scene Data to Device

When the device is connected press a download button and a progress bar will display.

Download in progress



Download complete

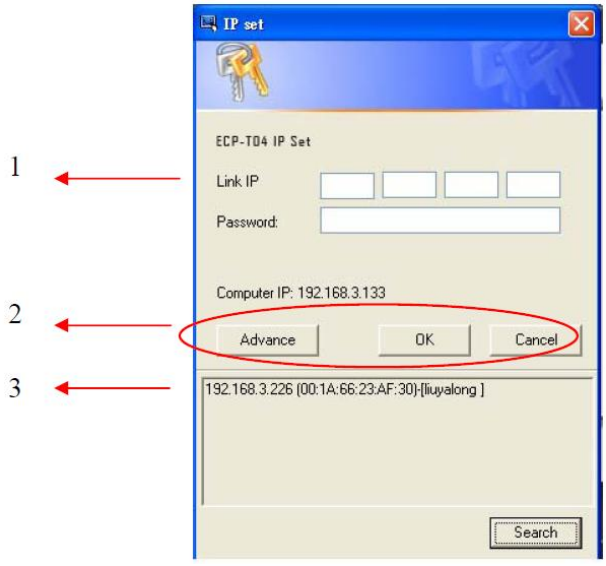
Do not use the program while the data is downloading.

To set the device's IP

After connecting the device press search to search device's IP.

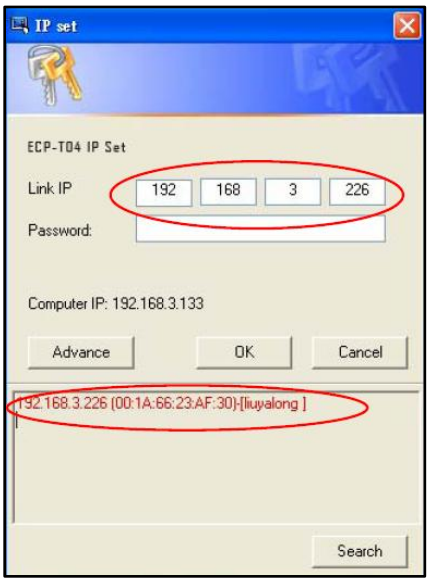
Step-1 Open the software
Step -2 Press search on interface and the IP set window will display

Step-3 Press Search



1. IP address display area
2. Advance buttons decide whether the device information area displays. Ok will display the information; cancel will not display the information.
3. Device information area

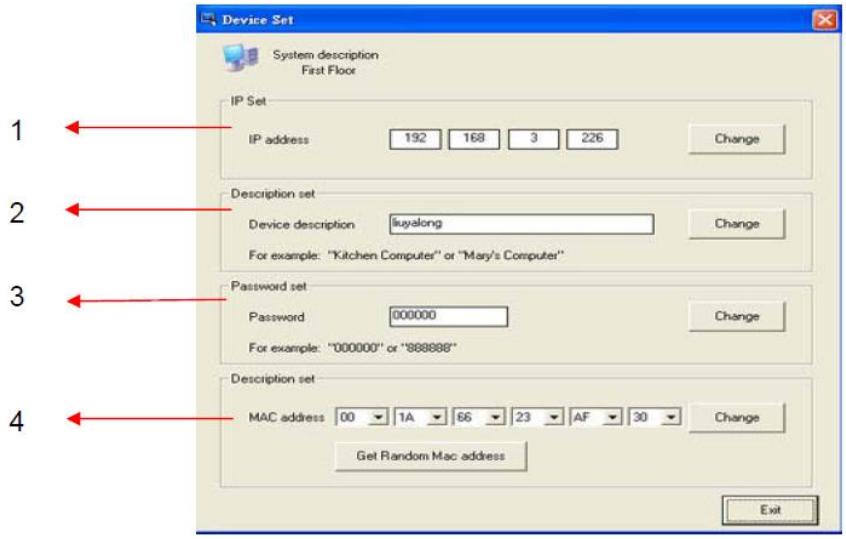
Step-4 Double click the information in the device information area



Step-5 Press OK to finish the connection between the device and the software

D-set button - Device Setting

Step-1 Open software
Step-2 Press D-Set



1. IP Address setting
2. Device name setting
3. Password setting
4. Mac address setting

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